

ISSUE NO.
250
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GTM



GAME TRADE MAGAZINE



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CLAN INVASION

IN THIS ISSUE:

- NEED SOME LAST-MINUTE GIFT GIVING IDEAS? THE TEAM AT PANDASAURUS HAVE YOU COVERED; CHECK OUT SOME COOL STOCKING STUFFERS FOR THE GAMERS IN YOUR LIFE!
- PLOT YOUR SPEED AND COURSE, SAIL THROUGH THE WAVES, AND PIT YOUR FLEET AGAINST FRIENDS IN ARMADA FROM MANTIC GAMES!

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COVER STORY



Choosing the 'Mechs for BattleTech Clan Invasion

In the 31st Century, epic wars are won and lost by BattleMechs, 30-foot tall humanoid metal titans bristling with lasers, autocannons and dozens of other lethal weapons. Take a look at how the Catalyst team came to decide which 'Mechs made the cut for *BattleTech* – *Clan Invasion*!

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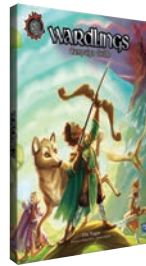
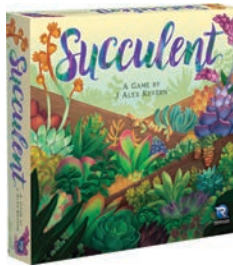
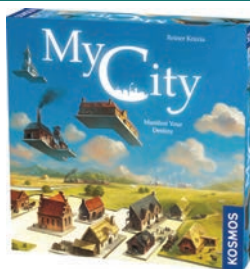
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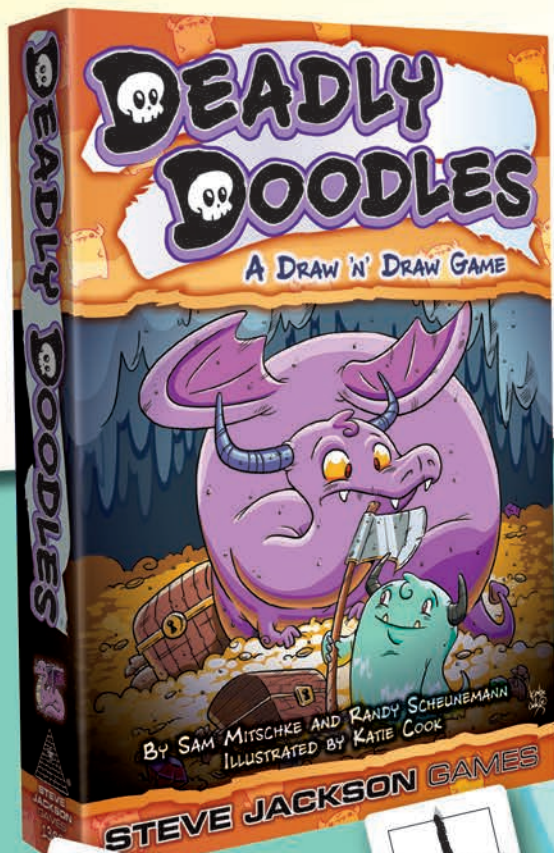
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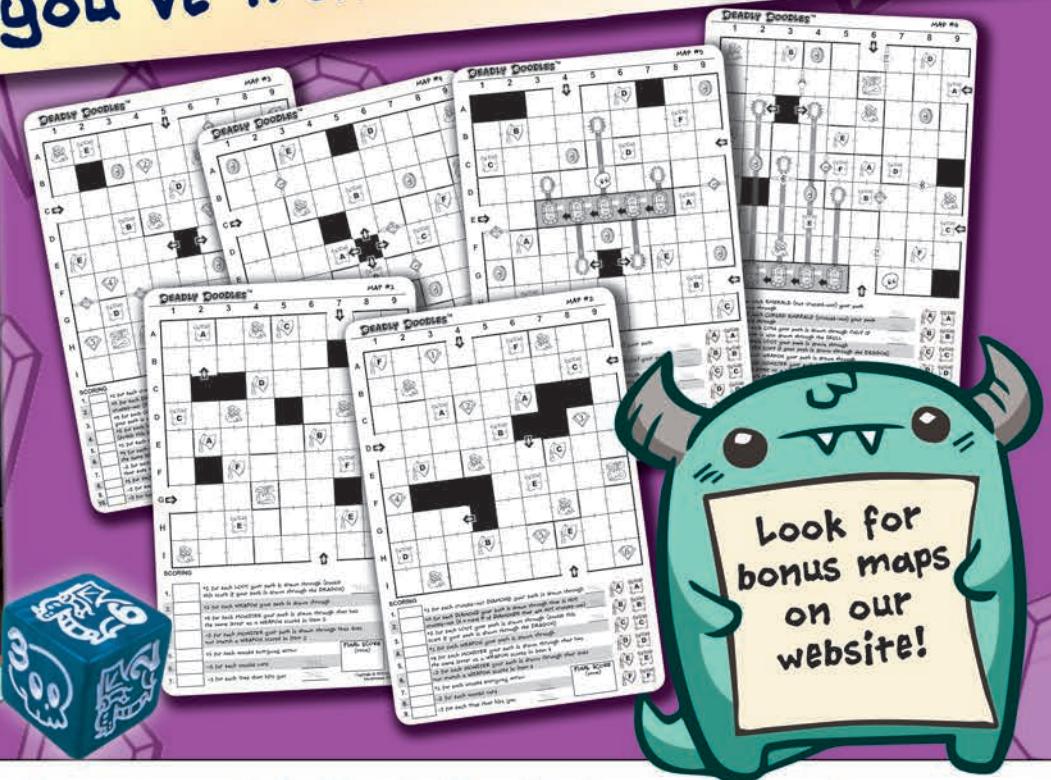
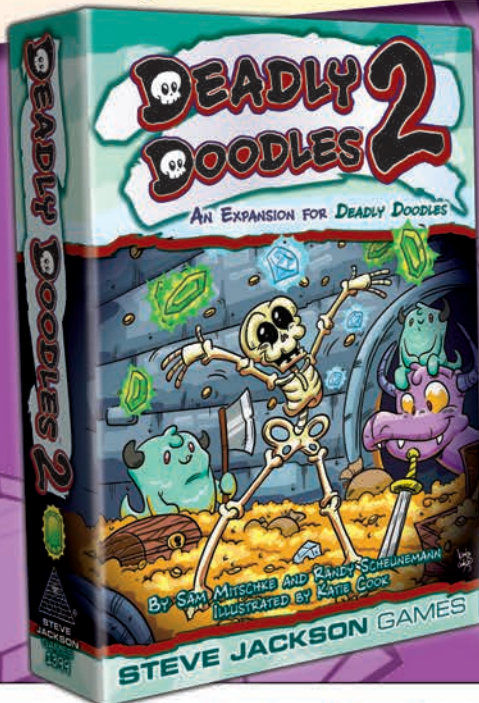


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Greetings Dear Readers!

Welcome to the 250th issue of *Game Trade Magazine*!

It was actually five years ago that I began my tenure as editor of *GTM* with issue #190. I wrote the first of many forewords after only being on the job for week or so, and when I think back as to how quickly I was brought up to speed by our team and how much we've accomplished since then, I'm extremely proud.

We've implemented many exciting changes in the magazine over the last 60 issues, not least of which is our family of regular contributors has grown considerably. We are pleased to offer exclusive content from fan-favorites like John Kovalic and the team at *Unstable Unicorns*, not to mention precise and fun painting tutorials courtesy of Dave Taylor, but also more content from your favorite publishers than ever before.

Another addition we've made to the magazine is more regular reviews of games and products. Our team of reviewers donate their expertise and time every issue; their hands-on accounts of new and evergreen titles are key to making informed purchases for our readers, and we're thrilled to collaborate with them monthly.

It is on this note that I would like to take a moment to thank Jane Trudeau-Smith and Phillip Smith of "The Table for Two Show" in particular. Their contributions to the magazine over the years have been invaluable, as they've focused purely on the two-player experience offered by many of the games out there. Their review in this issue will be their last as they pursue other endeavors and opportunities.

Please join me in wishing both Jane and Phillip the very best, and expressing appreciation for their time, work, and insight over the last several years. Thank you both so very much, you will always be part of our family here at *GTM*.

As 2020 comes to a close, we would like to acknowledge all of our contributors, staff, and our publishing and retail partners for yet another incredible year here at *GTM*. As I look ahead to 2021 and beyond, I am excited for what the coming years may bring.

Best wishes for a safe and happy holiday season from our families to yours.

Game on,
JG



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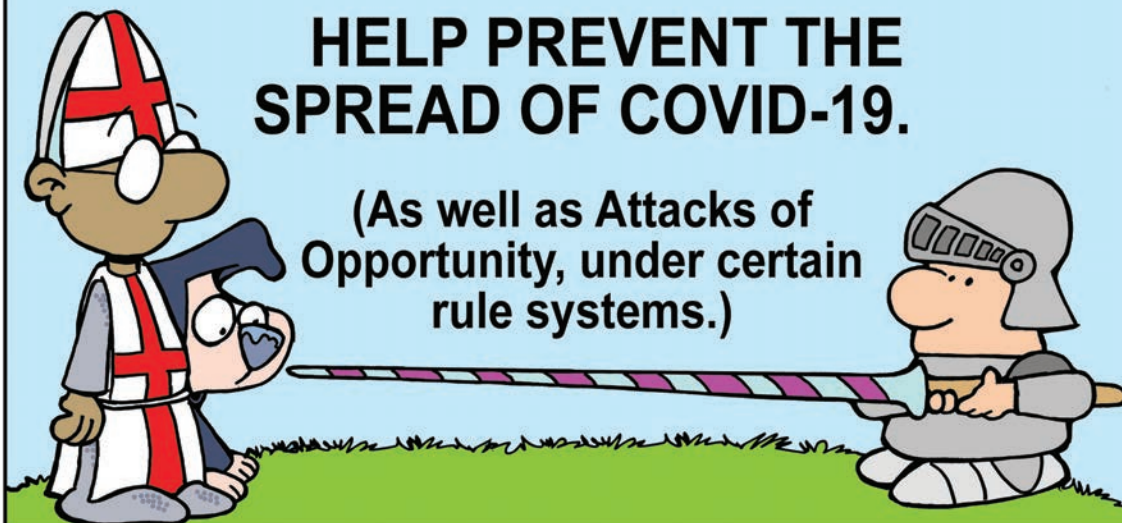
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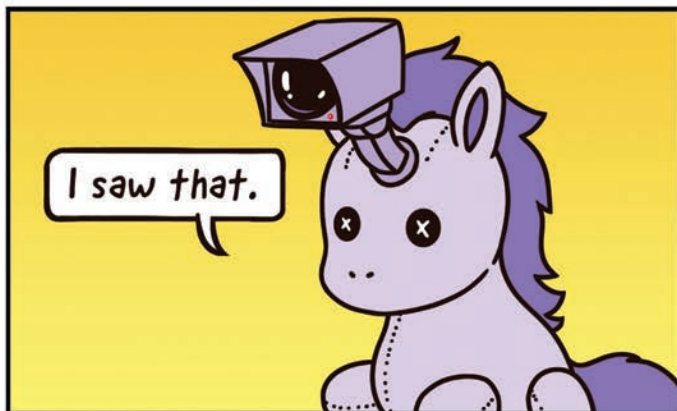
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

FEATURE

SPOTLIGHT

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!

PREVIEW

DESIGNER DIARY

anecdotes and all the challenges to be overcome in order to make your favorite games.

DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

EXCLUSIVE

EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY

My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 16 different episodes, beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players' choices and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatedly play. Scheduled to ship in October 2020.

TAC 691486 \$24.95

ULTRA PRO

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UPI 15527

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)

UPI 15526

WHERE THE WIND TAKES YOU PLAYMAT

UPI 15529

USAOPOLY

SPOTLIGHT ON

CODIC CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL

In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.

USO E8010720

DRAGON BALL Z: COLLECTOR'S CHESS SET

The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike. Featuring 18 custom-crafted, full-color both of characters from the popular anime franchise. Scheduled to ship in September 2020.

USO CH113449

MONOPOLY: ELF

Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this reimagined version of Monopoly. Scheduled to ship in September 2020.

USO MH010595

RISING: THE BATMAN WHO LAUGHS

Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to rescue key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.

USO DC010105

SPOT IT!: SPONGEBOB

Get ready for an underwater adventure with SpongeBob Spot It! Scheduled to ship in September 2020.

USO 3090712

SPOT IT!: RUDOLPH

Get ready for a magical winter-wonderland with Rudolph Spot It! Scheduled to ship in September 2020.

USO 3003049

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MAGIC THE GATHERING CCG: CORE 2021

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SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE

Over 160mm tall, this miniature is based on the all new set for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.

WZK 96019 \$49.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK

The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Enigmo-Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.

WZK 84752 \$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK

This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix: Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.

WZK 84755 \$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES

Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.

WZK 84753 \$16.99

SUPER-SKILL PINBALL: 4-CODE

Super-Skill Pinball: 4-Code brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Englestein. Choose one of the four unique tables and matching backdrops for storytelling, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.

WZK 87500 \$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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GTM DECEMBER 2020

11

CHOOSING THE MECHS FOR **BATTLETECH** CLAN INVASION



BATTLETECH: CLAN INVASION

CAT 35050..... \$19.99 | Available Now!

As of the writing of this article, there are 3,393 'Mech record sheet variants for *BattleTech*. And of that, there are 624 unique 'Mech chassis. It's intimidating and awe-inspiring to think how much this universe has been fleshed out in the last 35 years since the first 14 designs appeared in the original *BattleTech* box set. And trying to determine what should be redesigned and placed in the *Beginner Box* and *A Game of Armored Combat*, and then in the *Clan Invasion* box? Yeah, *crazy-daunting*.

Now, all of that being said, there are some very good metrics we can use to reduce those numbers all the way down to what we needed.

First, what Era are we setting the product in? *BattleTech* history covers more than a thousand years. Those are then divided into various Eras based upon over-arching plotlines and the technologies introduced for players to use during a given in-universe time period. For example, if you're playing in the Inner Sphere during the Succession Wars Era, then you cannot use a *Timber Wolf*. You can only use that during the Clan Invasion Era and beyond, whereas a *Warhammer* can be used at almost any time, because it was produced during all such Eras: Star League, Succession Wars, Clan Invasion, and so on. We chose the Clan Invasion as it's simply one of the most beloved Eras.

Second, what are the fan-favorite designs? Almost everyone has a guilty pleasure 'Mech — something only they seem to like. Fortunately, there's usually a strong consensus on fan-favorite designs. If you were to tell a hundred *BattleTech* players to pick their favorite fifty Clan Invasion Era designs, at least half of each list would consist of the same 25 'Mechs.

Third, how good is the design? Meaning not just how it *looks* — though obviously that's important and can be a big reason for why a design becomes a fan-favorite — but when the miniatures hit the mapsheets and dice are rolling, which 'Mechs get the job done? Not just the *in-your-face* bruisers, but you have a variety of roles that need to find well-fitting designs: striker, fire-support, command, and so on. Now like the art, the quality of the design in game play absolutely plays into fan-favorites. But not always. Which is why you look at it separately from the metrics above.

Finally — and in this instance one of the most powerful metrics — which are the Unseen (those designs which were not used for several decades; see our *Redesigning Classics* article in the November *GTM* issue for more on this subject).

Taking all of that into consideration — along with how long some of these took to redesign—the 'Mechs in the *Beginner Box*



(*Wolverine* and *Griffin*) and in *A Game of Armored Combat* (*BattleMaster*, *Awesome*, *Thunderbolt*, *Catapult*, *Wolverine*, *Shadow Hawk*, *Commando*, and *Locust*) all came together very smoothly.

After all of that initial work was done, then it started to get more problematic. We've created a vast spreadsheet that includes every applicable design by Era, and then columns for check





Now at this stage, we still take it a step further. Loren Coleman, the company owner, is presented the list and provides some input, as appropriate. The other element are the artists. After all, they're fans as well and they have designs they absolutely want to see and others that they want to avoid like the plague. So, we take their comments and concerns into consideration as we finalize lists.

And after all that work, we still have to build the designs into appropriate ForcePacks. They need to be solid, playable combinations of miniatures that all fit within the Force Building rules of *Campaign Operations* so players can break them out and be at the table playing as quickly and smoothly as possible.



marks from the team. We have a rough idea of how many designs need to be created for a given project. And then we go through and provide each of our own checkmarks in those massive lists to meet our initial estimations for a project. And we do that without talking to each other; when considering the aforementioned criteria, more than half the list is usually spot on with all of us.

Once that's all filled in, then the *meetings* start and sometimes requires days as we try to come to a consensus and have all of our checkmarks match: making our arguments, trying to see the others' perspective, and so on. It's a wonderful tension we've created where all of us have to agree on a list, which means it's incredibly tight at that point.



One of the greatest pleasures in my job is working with passionate, creative, talented people to produce games that are much more than the sum of the parts. And this entire experience of relaunching *BattleTech* back toward the height of its popularity from twenty-five-years ago is a highlight of my career. Even when that work is incredibly hard and stressful, as it was to tackle the monumental task of trying to pair-down over half a thousand designs to arrive at the core of the Clan Invasion list of 'Mechs, and then actually get the work done of having them transition from that list to miniatures on gaming tables.

If you're interested in more details, check out bg.battletech.com.

...

Randall N. Bills has led the development and publication of hundreds of novels, sourcebooks, rulebooks, box sets, game aides and more. He's currently the Managing Developer for Catalyst Game Labs, overseeing the strategic development of the perennial *BattleTech* and *Shadowrun* properties, while managing the rollout of Catalyst Game Labs' new line of tabletop games, including core development of *Dragonfire*.

EYE AND HAND OF VECNA

WIZKIDS

D&D ICONS OF THE REALMS: EYE AND HAND OF VECNA

WZK 96025 \$129.99 | Available November 2020!

Seldom is the name of Vecna spoken except in a hushed voice. Vecna was once one of the mightiest of all wizards, who became the mightiest of liches as a means to conquer his fear of death, even as his body continued to wither and decay. Through dark magic and conquest, he forged a terrible empire only to be betrayed by his lieutenant Kas, bringing his rule to an end and leaving his tower in a heap of ash. Now only a single hand and eye are all that remain of the Undying King, grisly artifacts that still seek to work his will in the world... Heroes and villains alike continue to search for these storied artifacts either to destroy them or to emulate Vecna's rise to power; We offer you the chance to lay claim to both!

Wizkids is pleased to present the *Eye and Hand of Vecna*, our latest addition to our foam *Dungeons & Dragons* products line! We have had an incredible time making the life-size foam trophy plaques, and the *Eye and Hand of Vecna* expands our offerings into boxed display pieces that can add to the atmosphere and immersion of your *D&D* sessions. Bringing the most famous items from *D&D* into your home or store is an exciting way to add some *D&D* flavor into your life. We know that not every dungeon master has space to hang the head of a slain monster though, and we are so excited to offer a display piece that can fit anywhere you would want to display it.



A premium collector's piece, the *Eye and Hand of Vecna* are perfect for display on your shelf or mantle. The eye and hand are placed on a wooden platform and encased in a glass dome. The glass dome can be removed, so that you can bring these legendary artifacts to the table and immerse more deeply in your roleplaying experience. Whether you only wish to display these artifacts or hand them to your players the *Hand and Eye of Vecna* is designed to fit your group's need. When removed from the glass case, the eye and the hand are also able to be separated — should you encounter only one of them on your adventures. Inside the eye and the fingers of the hand, magnets have been added to this piece, so that eye can easily be removed from the hand's grasp and passed around separately. Of course, when it is time to return these powerful artifacts to their rightful place, the magnets will hold the eye in place so you can display them once more.

The wooden base also contains a stand, so you can position the hand perfectly for display in your home, and a molded cushion to support the eye and hand. We also included a satin display cloth with the items, so that the eye and hand are displayed with the appropriate level of reverence. The *Eye and Hand of Vecna* are hand painted with exquisite detail, so it truly is a premium display piece for *D&D* fans. While designing the eye, hand, and all the accessories for their display, we always looked to make them as realistic and accurate as possible. We took a lot of pride in making sure that the eye and hand were of the highest quality and that they would be the ultimate product for *D&D* superfans. We believe when you see the eye and hand in person, you will agree we succeeded.



The *Eye and Hand of Vecna* is only our first foray into the creation of life-sized *D&D* artifacts. Look forward to future announcements, where we plan to bring even more of the incredible magical items from the *D&D* Universe to life! At \$129.99 MSRP, the *Eye and Hand of Vecna* also adds a more affordable price point to the line, so that more players who want to have life-size *D&D* Artifacts in their home can bring one home. The *Eye and Hand of Vecna* releases this November, so reach out to your friendly local game store to pre-order your copy today!

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PANDASAURUS GAMES

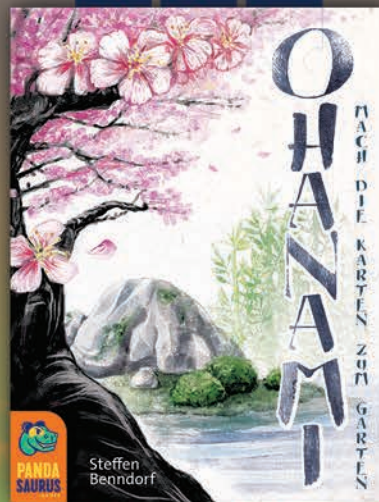
STOCKING STUFFERS

Give the gift of gaming this holiday season with these great small box games! From award-winning designers, these titles are sure to spread joy!

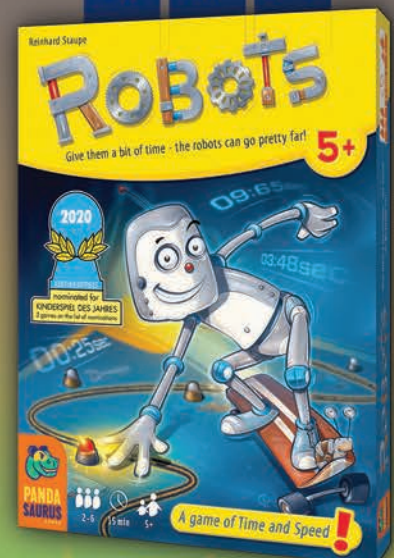
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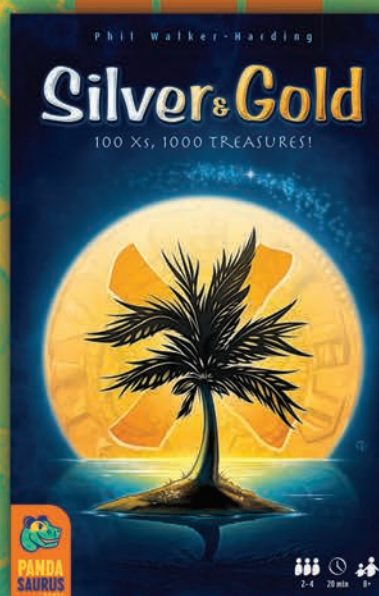
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\$15 15 2-6



LAST MINUTE HOLIDAY GIFTS



Shopping for last-minute gifts doesn't have to be a stressful affair, especially when looking for presents for the gamers in your life. Whether you're searching for a game that can easily fit into a stocking hung by the chimney with care or one that will inspire oohs and ahhs when it hits the tabletop, there are plenty of great titles available for gamers of all types.



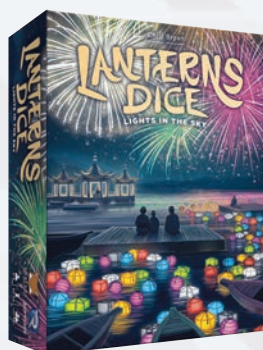
FUSE (RGS 00504)

For the gamer who enjoys intense sessions at the tabletop, *FUSE* is the perfect gift for the holidays. In *FUSE* intruders have made their way onto your spaceship, placing bombs on board that will lead to guaranteed destruction unless your team can defuse them all. Players work together in real-time to defuse bombs: you have exactly 10 minutes to roll dice and collect the unique combinations for each bomb card and discard them. Every second counts and you can't waste time examining everyone's cards. If you can discard all of

the cards, then you've won; otherwise, it's time to shuffle up and try again. Multiple games of *FUSE* can be quickly played at game night, but if you're craving a high-energy game and don't have any playing partners available, you can play the solitaire variant, using the snarky timer on the official app.

LANTERNS DICE (RGS 00889)

Lanterns Dice is the roll-and-write version of the elegant tile-laying game, *Lanterns: The Harvest Festival*. Gone are the tiles of the original, replaced by dice and individual player score sheets. In *Lanterns Dice*, you'll roll dice with lanterns on them and choose one to fill on your score sheet while your opponents do likewise, but with the remaining dice instead. As you fill in the lanterns of your lake, you hope to collect enough to earn special actions, fill in additional spaces, and launch fireworks. Fans of the original will appreciate the new fireworks mechanism, in which you'll place point-scoring polyomino pieces over the matching shapes you've filled on your lake. *Lanterns Dice* is a worthy sequel to *Lanterns: The Harvest Festival*, offering a familiar yet new and challenging game.



FOX IN THE FOREST (RGS 00574)

Two-player trick-taking games aren't a genre that has a lot of titles, but *Fox in the Forest* is an absolute joy to play with your main gaming partner. While the trick-taking mechanism is the same, there are special card abilities and scoring conditions that elevate this game, making it one of the best trick-taking games regardless of player count. During each round of 13 tricks, players may play their odd-numbered cards for unique abilities ranging from leading the

next trick even if you lose the current one to receiving extra points for every 7 played in the trick. *Fox in the Forest* offers clever twists to a long-time gaming mechanism, resulting in a fresh and exciting card game for two.



STELLAR (RGS 02050)

Peering out at the night sky is as relaxing as it gets and *Stellar* manages to capture this serenity while also offering a game that offers tense decisions on every single one of the game's 12 turns. In this card game you and your opponent are building two tableaux: one for your telescope and another for your notebook. Your telescope contains the stars, asteroids, and other heavenly objects in your view of the sky, while your notebook is filled with similar items, but are used as multipliers to score your telescope cards. This streamlined game

of placing one card in each tableau every round is a surprisingly complex game in a small package.

CLANK! (RGS 00552)

If someone hasn't experienced the wonderful world of *Clank!* yet, consider giving them this highly rated and enjoyable deck-building game that integrates push-your-luck and dungeon crawling mechanisms. As a member of an adventuring group delving into a dungeon looking for treasure, you'll soon make noise (clank!) while stumbling around each room. You'll use your deck of cards to move and fight, adding new abilities and bonuses as you acquire new cards each turn. Of course, moving around in a dungeon isn't exactly the quietest activity and you'll generate *Clank!* cubes that increase the chances of the dragon damaging you or your fellow adventurers. But that won't stop you from going deeper and deeper as you attempt to loot treasures and race back outside before you get knocked out by the dragon.



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Ruel Gaviola is a writer, podcaster, and content creator based in Southern California. A regular contributor to *Geek & Sundry*, *The Five By*, *iSlaytheDragon*, and other websites, he's also on the Board of Directors for the Tabletop Writers Guild and on the American Tabletop Awards committee. His family recently joined him to play board games on *Tabletop Tonight*, a regular livestream on his Twitch channel. Connect with him on Twitter @RuelGaviola and find links to his work at ruelgaviola.com.



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Firelock
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Blood & Plunder



BLOOD AND VALOR



OAK & IRON



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OAK & IRON

A FLEET HAS BEEN SPOTTED ON THE HORIZON

by Mitch Reed

A FLEET HAS BEEN SPOTTED ON THE HORIZON, OAK AND IRON IS BACK IN STOCK

Many would think that releasing a game in the middle of a pandemic would spell disaster, however the Initial run of Oak & Iron sold out after just a few short months. Despite the fact that gamers could not get their ships on a table during the lockdown, a few things did occur to boost the popularity of this game. Perhaps the biggest was due to the developers embracing technology that was not around in the early colonial period. By creating a module for the starter box for the online sandbox Tabletop Simulator, Firelock Games was able to port *Oak and Iron* to an online format where gamers could play with the starter set and try the game for free.

Electronic admirals battled against each other from all over the globe and the game's popularity grew. Since the port was an exact recreation of all the rules and mechanics of Oak & Iron gamers got to see how the game plays and they became hooked and took the plunge.

Firelock even hosted an online tournament among the games five factions with the Pirate faction winning after a month of intense fighting.

The other factor was the magic of social media. The very active Facebook page for the game featured a constant stream of gamers showing off their marvelous paint jobs and showed off the beauty of the sculpts for the many ships that come in the game. Seeing how some players made their models really stand out upped the ante in an unofficial painting contest for all to participate.

Based on the factors above it is easy to see how the game built and grew a following even without real dice hitting real tables. This led to the game being sold out in a few short months and those

who could not get their hands on a copy were left to wait for the game to be re-stocked.

From across the blue sea a great ship is headed to our shores, not to steal plunder, but rather to fill the cargo hold at Firelock Games. And all of the box sets are once again available.

For those of you who do not remember what was in the box sets, here is a brief rundown of them.

Core Box: All you need to play the game, six ships, cards, templates and dice. You need this box to play the game.

The rest of the boxes contain ships to grow your collection and have the models, bases and cards for all the ships in the box.

Blackbeard's Revenge: This contains the Revenge and Queen Anne's Revenge, two ships made famous by Blackbeard.

Gentlemen of Fortune: Petit Frigate, Corvette and Sloop. For those who like the smaller and faster ships.

Merchant Men: Light Galleon, Fluyt and Brigantine. These ships usually carry the plunder you are searching for.

Men of War: 4th Rate Ship of Line, 5th Rate Frigate and the 6th Rate Frigate. These ships will be the ones you will get a lot of use out of, fast and strong and you can get a bunch of these ships on your list for most games.

Ships of the Line: 1st Rate Ship of Line, 2nd Rate Ship of Line and the 3rd Rate Ship of Line. These are the big ships that will make up your battle line as you bring your ships alongside those of your enemy.

So with these boxes now back in stock I recommend that you raid your local store before these too disappear on the horizon.



Firelock
& Games



STOCKING STUFFERS

Happy holidays from the Pandasaurus team! Give the gift of gaming this holiday season with these great small box games. From a mix of award-winning designers, these titles are sure to spread joy to experienced and casual gamers everywhere. Their small size, great gameplay, and reasonable price points make them the perfect stocking stuffers!

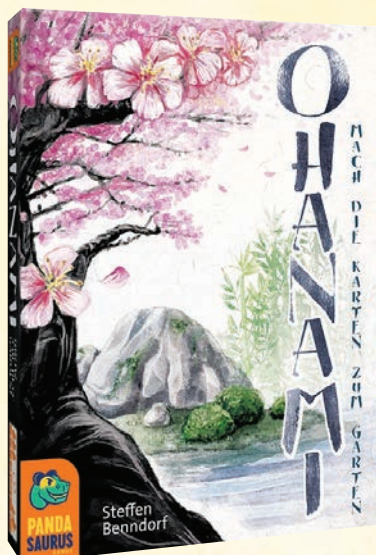


Build The Most Beautiful Garden In **Ohanami!**

PAN 202013 • \$14.95 • 20 min • 2-4 players

Video available!

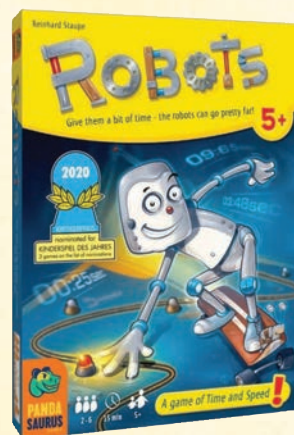
This elegant drafting game has received a lot of positive support from big personalities. Tom Vasel gave it a Dice Tower Seal of Excellence, calling it a game he could play "over and over again." Players will draft 10 cards and add them to their gardens, either on top of or behind an existing stack. Each round, additional garden features score, shifting players' focus from flashy rock formations to calming water pools. *Ohanami* takes the captivating aspects of *The Game* (the thrill from playing cards in consecutive order) and turns it into a competitive yet relaxing game.



The Game: Quick & Easy... Harder Than It Looks!

PAN 202014 • \$14.95 • 10 min • 2-5 players

Gamers at any age will enjoy the new gameplay of *The Game: Quick & Easy*. Players will need to work together to play all the cards in the deck without sharing what's in their hands! One deck counts up from 1 to 10 while the other deck counts down from 10 to 1. Cards played on these decks must follow the ascending and descending rules. There's a trick though: you can ignore the number when playing a card on top of a matching color! With only 50 cards, gameplay is quick, but beating the game is no simple feat. Those familiar with the mechanics of *The Game* will have no problem understanding the rules of this new version.



How Fast Do You Think The Robots Are Going?

PAN 202017 • \$14.95 • 15 min • 2-6 players

We are so excited to add this 2020 *Kinderspiel des Jahres* (Childrens Game of the Year) nominee to the Pandasaurus catalog! Movin Meeples described it as having "that smile inducing element of mind reading that will be familiar to fans of *The Mind* and *The Game*, but it's even simpler and family oriented." Each round, one player will take on the role of the Robot and have to telegraph to the other players how fast they're moving mentally. After just two exclamations of "beep!" players will guess which item the Robot reached on the track. *Robots* is a perfect game to add to younger players' stockings!



Are You Ready To Play The Game?

PAN 201820 • \$12.95 • 20 min • 1-5 players
Video available!

We've mentioned *The Game* a few times in this article already - and for good reason! This colorful card game is a staple in our catalog. The amazing artwork by Kwanchai Moriya has an incredible presence on the shelf AND on the table! In this Spiel des Jahres-nominated game, players will work together to play all 100 cards in the deck. However, they have to discard cards into two piles: one counting up from 1 to 100 and another counting down from 100 to 1. Meeple Mountain describes the real challenge as "trying to stop playing" since players will want to play again and again!



Read Your Friends' Minds In The Mind!

PAN 201809 • \$12.95 • 15 min • 2-4 players
Video available!

The Mind is one of the most awarded titles in our catalog! Its ingenious and addictive design by Wolfgang Warsch was all the buzz at its release and is still frequently praised in gaming circles. Players will work together to play cards in numerical order *without speaking whatsoever*. How do you make the right decision when the game is on the line? The answers lie in this little box. Earn extra lives, helping

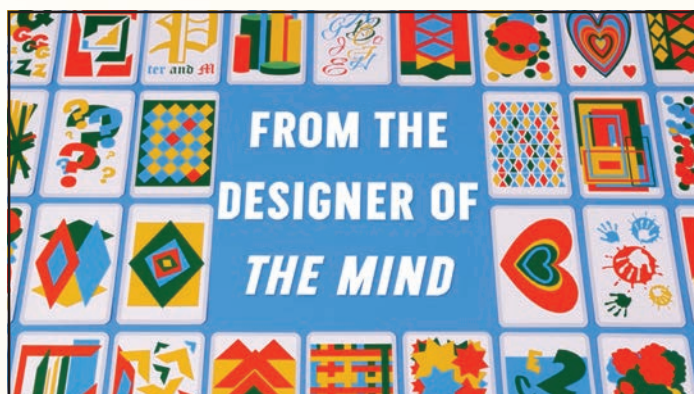


hands, and work your way through all the levels. W. Eric Martin from BoardGameGeek likens it to "performing a magic trick on your fellow players while amazing yourself in the process." Experience the magic for yourself!

Professional Telepaths Need To Try The Mind: Extreme!

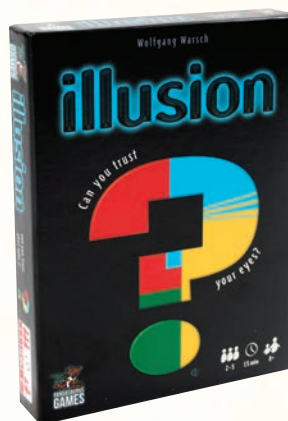
PAN 202002 • \$12.95 •
20 min • 2-4 players

For an even more challenging experience, try *The Mind: Extreme*! This title combines the ascending and descending decks from *The Game* and the mind-reading communication style of *The Mind* into a hardcore gaming exercise. If you can make it past the first level, you might even experience other obstacles - like playing your cards face-down!



Illusion: Can You Trust Your Eyes?

PAN 201819 • \$12.95 • 15 min • 2-5 players
Video available!



Another hit from Wolfgang Warsch, *Illusion* is a fun lightweight game of optical illusions. Players will need to arrange cards in sequential order of how much of a given color is visible on the card. The twist? Each card is a visual-trick designed to mess with your senses. On your turn you can add a card to the row if you think you've got it right, or if you think a friend has made a mistake you can call them out and challenge their solution! Geeks Under Grace described it as "part pattern recognition, part puzzle, and part visual perception." However you describe it, it's a lot of fun!

We have professional 30-second trailer videos available for most of these games! These make great dynamic content to share with your customers online or on any in-store screens you have. You can find the videos on our Youtube page or request the .mp4 file by emailing sales@pandasaurusgames.com.



FANDOM FAVORITES

FOR THE FESTIVE SEASON

Every year around this time, we find ourselves reminiscing on holiday seasons past. While 2020 has been different in a lot of ways if anything it's strengthened that feeling of nostalgia that draws us back to what's made us happiest over the years. Friends and family are obviously at the top of that list for many (if not most) of us, but as a group of creative people with substantial powers of imagination, it was sometimes the fictional characters and fantasy worlds that became our close friends and welcoming spaces. No matter what was going on in the "real" world, we knew that we could tune into Saturday morning cartoons or find out what happened next in our comic series with a flip of a page.

We can't go back until one of us whips up a time machine, but board games can certainly get us close by giving us the power to become a part of our favorite stories and experience them from a whole new perspective.

That was a long introduction to our actual topic at hand, which is "Why should licensed games be on your holiday wish list?". You'll notice that we haven't specified IDW Games here, because the general reasoning applies to all great IP creations — and there are a lot of them these days. They're a great way to introduce your friends and family to the things you love, and that includes getting the next generation of gamers into the all-time classics. These games are comfort food in cardboard form, and we just can't get enough!



We all grew up loving different things, but there are a few crowd-favorite offerings that appeal to a shell-tastic selection of gamers. Our plan? Just to make your life a little easier with a rundown of our top three fandom favorites — starting with *Batman: The Animated Series Gotham City Under Siege*.

In this cooperative game designed by Richard Launius and Michael Guigliano, you'll team up to restore peace to the chaotic streets of Gotham City. Over the course of four acts, the storyline unfolds with



new Masterminds and Villains joining the fray. By carefully managing your skills, abilities, and dice rolls, the heroes will prevail — but only if you all survive the night.



The *Masterminds & Mayhem* expansion introduces a whole new layer of dastardly disorder. The rogues gallery expands with masterminds like Hugo Strange, Kyodai Ken, Baby Doll, The Ventriloquist, and Talia Al Ghul. Your base game villains receive a power boost with new upgrade cards and mechanics like Two-Face's signature coin flip. Extra challenging story cards, new Block tiles, and Events give players the ability to cater your caped crusader quests to better suit your group.

Don't worry, your fellow heroes won't be left in the dust. This box also brings in two new strategy cards per character and a potential ally — the Gray Ghost!

Now that the (mostly) corporeal threats are contained, who ya gonna call?

Ghostbusters: Blackout takes place in New York City during a major power outage (though you probably guessed that from the



name). You and up to three of your friends will take on the roles of favorite characters from the classic movie and its popular comic series — including Egon, Ray, Peter, Winston, Janine, Kylie, Melanie, and Ron Alexander. For this completely co-operative experience, you'll roll dice and use your special abilities to travel around the map, capture ghosts, upgrade their tech, and generally contain chaos to keep the city from collapsing. It's a tough job, but someone's got to do it! Gear up against the ethereal with proton packs, megatraps, and the Ecto-1 before you facedown Vigo, Slimer, Gozer, and Zuul. Movie fans will get to dive even deeper with comic favorites like Dinah The Cat, Gozerian Terror Bears, Tiamat, and the Hungry Manitou.



Our next totally tubular take is *Teenage Mutant Ninja Turtles Adventures: City Fall & Change is Constant*. Designed by Daniel Lansdown, Pete Walsh, and Kevin Wilson, these two core boxes are 100% compatible both with each other and all future Adventures Universal Game System titles. That includes the upcoming *Batman: The Animated Series Adventures Shadow of the Bat* and *Arkham Asylum*!



These twin titles offer several options for shelltacular gameplay, including co-operative, competitive, solo, and skirmish modes to take you on a journey through the storylines of their titular graphic novels. In *City Fall*, the Foot Clan reigns with "Dark" Leo by Shredder's side. It's up to Splinter, Angel, April, Old Hob, and Slash to save the day! As if that weren't enough of a challenge already, the team also faces off against the crowd-favorite pairing of Bebop and Rocksteady.

Change is Constant is where you'll find your classic turtle team. We all know which one we are! Raphael, Leonardo, Michelangelo, Donatello, Alopex, and Casey Jones are waiting in the wings to take on the threat of Baxter Stockman and his mouser army — including the dreaded Mega-Mouser. One of our favorite bits of feedback on the AUGS system so far is how each hero's sheet and ability cards give the gameplay a unique feel that fits the character perfectly. Between these customizable characters and our unique dice-sharing mechanic, you'll be dropped right into the action for epic hero moments, crazy combos, and off-the-wall stunts.



Just wait until the *Bat-family* joins the fun in January!!!





TINY TOWNS: VILLAGERS

AEG 7073 \$29.99 | Available November 2020!

In *Tiny Towns*, players build their towns in a 4-by-4 grid by placing resource cubes in specific patterns to construct buildings. Players take turns calling resources as the Master Builder — all players must place the resource named by the Master Builder in their town, whether they want it or not.

While the base game is filled with tense decisions and plenty of mistakes, *Villagers* opens up that decision space and allows players to fix their errors and break many fundamental rules of *Tiny Towns*.

As this little civilization in the forest has grown, small creatures from across the land have arrived to make new homes and start new lives. These new villagers come offering their skills to help each mayor transform their town in ways never before possible.

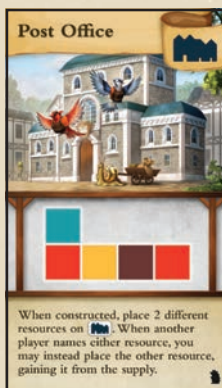
This expansion adds 20 wooden villager tokens that will move around each player's board. Every town has 3 villager tokens, representing creatures hoping to work in various buildings. When you construct a building on a space containing a villager, that villager now works in the building and is ready to perform an ability for you.

Villager abilities cost either 1, 2, or 3 villagers to activate. They range from things like blocking resources or constructing buildings at a lower cost to powerful maneuvers like replacing a building with any other building type.

A lot of these abilities came from potential Monuments that we decided were too powerful. Rather than scrap these awesome abilities, we decided to level the playing field by giving them to everyone.

One of our favorite villager abilities is "Cooperate," which allows you to construct a building using resources *anywhere* on your board. It can get you out of some pretty rough situations.

There are 7 villager abilities in the box, and 2 of them are used each game. Josh and I started with 20 abilities, and we whittled the group down to the best of the best. Similarly, we originally had 40 monuments during development of the base game. We feel that less is often more and that we've given players the most powerful, interesting abilities.



We think this new mechanism adds a lot to *Tiny Towns* and will make players rethink their strategy even with familiar setups. However, that's not all this expansion adds.

Villagers introduces 18 new building cards, 16 of which are compatible with base *Tiny Towns* rules. This increases the number of possible setups by nearly 30 times. With these new buildings, we had a chance to think about what we felt the base game is missing and how we could encourage players to pursue new strategies. A lot of the new buildings encourage more of a rainbow strategy, meaning you're more likely to score big by constructing a variety of building types than by constructing a lot of one building type.

While we think there is a lot to offer for new players, we also took this chance to introduce some more challenging buildings and some buildings that break the mold a bit. One example is the Folly Tower, which is a gray building that you stack in a tower. Every time you construct a Folly Tower, it goes on top of your main stack, and every token in the stack is worth 1VP at the end of the game. But if you have the tallest Folly Tower at the table, you instead score OVP. It's extremely wacky and tons of fun, especially with a larger group.

Of course, a new expansion means new monuments. Unlike *Fortune*, *Villagers* adds only monuments that are compatible with the base game. We introduced 5 new monuments, all of which force you to think outside the box. Our personal favorite is the Clearfall Quarry, which is worth 5VP if it's adjacent to an empty square. It's easy to build for 5VP, but it's very challenging to build it with only one empty square on your board.

Lastly, we added another new mode to the game that is not for the faint of heart: *Tiny Tears*. In this mode, rather than granting you abilities, your villagers restrict where you can place resources as they are called. Any time a resource is named, you must place it on 1 of your 3 villager squares. Then, you move the villager to any empty square. This forces you to think a couple of turns ahead and means you'll often have to put a resource somewhere you really don't want it. It's incredibly challenging and can be quite cutthroat. And this mode can be combined with Master Builder mode, Town Hall mode, or Solo mode.

With 18 new buildings, 5 new monuments, 7 villager abilities, 20 wooden villager meeples, and 2

new modes, we've packed a lot into this box. Our hope is that experienced *Tiny Towns* players will appreciate the variability and possibility of the villager abilities, while newer players will enjoy the huge selection of new buildings while using villagers to get out of tricky situations.

Tiny Towns: Villagers adds a ton of content that gives players new ways to play, plus several new buildings that are easy to leave mixed in with the base game.

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PLANKTON RISING



Fun for SpongeBob fans young and old

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In this fun cooperative card and dice game, players take on the roles of their favorite Bikini Bottom characters like SpongeBob, Patrick, and Squidward to defeat Plankton from stealing the ingredients for the Krabby Patty.



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8+

1-4

45-60 Min.

SOULBOUND STARTER SET



WARHAMMER AGE OF SIGMAR - SOULBOUND RPG: STARTER SET
CB7 2510..... \$29.99 | Available February 2021!

In May of this year, Cubicle 7 released the core sourcebook digital version of *Warhammer Age of Sigmar: Soulbound*, the first ever tabletop roleplaying game set in Games Workshop's Age of Sigmar universe. The game received a wave of positive reviews from both fans and critics, all sharing anecdotes and stories of epic adventures in the Mortal Realms. The core sourcebook was soon followed by the release of the digital *Soulbound Gamemaster Screen*, which gave GMs a wealth of tables and rules references to help run the game, as well as 25 one-page adventures to drop into their campaigns.

As with all Cubicle 7 releases, we added the PDF files to Bits & Mortar so in-person stores could commence their pre-orders. The core sourcebook and GM Screen are now printed and will arrive in stores throughout November and December, followed quickly by the beautifully finished Collector's Edition core sourcebook. We are excited to offer our next major supplement for *Soulbound*: the *Soulbound Starter Set* as a February 2021 release. The Starter Set is currently available in digital format.

The goal of any Starter Set is to teach new players and GMs the rules of the game and to introduce them to the setting. However, just as we did with our Starter Set for *Warhammer Fantasy Roleplay 4th Edition*, we wanted to make sure that the *Soulbound Starter Set* had lasting value for new and existing players. The box is packed with content that players and GMs can keep using for months after they've played through the introductory adventure. The *Soulbound Starter Set* contains:

- *Faltering Light*, a 48-page adventure that sees the heroes venture into ancient ruins beneath the city of Brightspear. The adventure teaches players and GMs the rules for playing *Soulbound* — no prep required!
- *Brightspear City Guide*, a 64-page guide to the city of Brightspear. Filled with strange and wonderful locations, unique characters, story hooks, and featuring eight one-page adventures set in Brightspear, this is the perfect way for GMs to continue their *Soulbound* campaign.
- An introduction to the world of *Warhammer Age of Sigmar*
- 5 gatefold characters sheets with pre-generated characters, each with their own goals, background, and connections.
- Three two-sided reference sheets with the rules for Tests, combat, and spellcasting.
- A two-sided sheet with a map of the city of Brightspear on one side and the surrounding lands on the other.

- Tokens for tracking resources.
- 8 six-sided dice manufactured by Q-Workshop, featuring the symbol of Aqshy, the Realm of Fire.

The *Soulbound Starter Set* is set in the city of Brightspear, a city that has only recently been reclaimed from the forces of Chaos. The players will take on the role of heroes tasked with defending the fledgling city and its people, and will be instrumental in shaping its destiny. As with *A Guide to Ubersreik* in the *Warhammer Fantasy Roleplay Starter Set*, the *Brightspear City Guide* gives GMs and players a completely fleshed out city filled with shops, taverns, characters, and tonnes of potential adventure locations. The book offers a deep-dive into the city's history, who is in charge, its people, and the problems they face. As with Ubersreik in WFRP, Brightspear will become a focal point for future adventures and supplements for *Warhammer Age of Sigmar: Soulbound* — but we'll have more on those in the future!

The release of the *Soulbound Starter Set* means that the setting and game will be introduced to a wave of new players, and we have plenty more lined up to support these new fans. Following the release of the *Soulbound Starter Set* we will shortly be releasing *Champions of Order*, a supplement which gives players a wealth of new options for creating characters and features new Archetypes, Talents, and devastating new spells — and introduces the Lumineth Realm-lords to *Soulbound*, who have just launched in the *Warhammer Age of Sigmar* battlegame. Next after *Champions of Order* we have a complete adventure campaign, *Shadows in the Mist*, which contains six exciting ready-to-play adventures set in the city of Anvilgard. These adventures can be played as a complete

campaign that sees the *Soulbound* uncover the truth of who — or what — is threatening Anvilgard, or can be used as individual standalone adventures. Just like the *Brightspear City Guide* in the Starter Set, *Shadows in the Mist* contains a comprehensive guide to the city of Anvilgard, including places of interest, major factions and people, and other threats that lurk in the mist.

After that? Well, there's something monstrous on the horizon... But we'll save that for another day.

...

Emmet Byrne is an RPG writer, designer, and producer working his dream job at Cubicle 7. He was bitten by the RPG bug 20 years ago thanks to Baldur's Gate and hasn't looked back since. He lives in Ireland with his wonderful wife and two beautiful (and crazy) kids.



ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #252

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 252 \$3.99

ANKAMA



DRAGON PARKS

Dragons are back in our world, and they are in Vogue! As the proud owner of a group of islands where dragons nest, you'll have to manage both the tourists expectations and the dragons' appetite... Dragon Parks is a drafting game which makes use of transparent cards. Select a new card each turn to put on one of your three islands, adding or covering dragons in this park as you do. Some dragons hate to be covered by others and will snap back at you, and if you manage to hatch an egg by covering it, it will attract new visitors! Scheduled to ship in November 2020.

LUM DRAGONPARKS01 \$24.99

ARCANE WONDERS



AIR, LAND & SEA: REVISED EDITION

As a general, you must carefully deploy your forces across three possible theaters of war: air, land, and sea. If you can control two out of three of these theaters, you will win the current battle. But winning a single battle is not enough to win the game. And in fact, sometimes you may want to surrender and lose a battle on purpose in order to win the larger war. Revised Edition contains requests from fans of the game including new icons on the cards indicating the theatre, rulebook cleanup/clarifications and improved saturation of color. Scheduled to ship in December 2020.

AWG AW03AS2 \$14.99

THE ARMY PAINTER

SPOTLIGHT ON



WARPAINTS: METALLIC COLOURS PAINT SET

Want to paint magical armour, alien weaponry, or tainted treasure? Or perhaps the glistening, draconic hide of fantastic beasts? This paint set has you covered! Along with a wide array of metallic colours, we have also included our brand new Metallic Effects paint - Fairy Dust. With this new paint, you can turn any of our Warpaints into a vibrantly shimmering metallic with a single coat. Our paint comes in spill-proof 18ml dropper bottles - perfect for both wet palettes and airbrushing. Our non-toxic, water-based paints have a creamy viscosity making them perfect for miniature painting, and they mix perfectly with each other to create any combination of colors that you can dream up!

TAP WP8048 \$27.99

BANDAI CO.

SPOTLIGHT ON



DRAGON BALL SUPER: UNISON WARRIORS BATTLE - BATTLE EVOLUTION BOOSTER DISPLAY (24)

Aimed at powering up current decks! Like Draft Box, this release contains many generic cards useful to reinforce all deck types. Combined with current cards, this enables players to strengthen the themes they want, and create new themed decks as well! This booster release is filled with highly desired new cards and essential reprints, excellent for all players. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2550753 \$95.76

BEZIER GAMES

ONE NIGHT: ULTIMATE SUPER HEROES (STAND ALONE OR EXPANSION)

In *One Night: Ultimate Super Heroes*, players take on the roles of heroes and villains, each with amazing superpowers. The evil trio of Rapsallion, Dr. Pecker, and Henchman#7 are intent on getting away with their crimes. Meanwhile, the members of the Super Club Of Overt Powers (SCOOP), including Ricochet Rhino, Self-Awareness Girl, Detector, Role Retriever, and Switcheroo, are all out to stop them. Super Heroes is based on the best selling *One Night Ultimate Werewolf* series, but with a totally different feel and a unique set of roles that allows players to quickly dive into this super-powered game.

BEZ ONSH \$24.95



CATALYST GAME LABS



SHADOWRUN RPG: 6TH EDITION ASSASSINS NIGHT

Building on the structure of *30 Nights*, *Assassins Night* is a campaign book for *Shadowrun Sixth World* that provides short adventures that can be linked into a longer campaign centered on a major event-the attempted assassination of one of the world's power players. The players take a major role in determining how events shake out, who gains from these events and who takes the blame. Scheduled to ship in February 2021.

CAT 28053 \$39.99



SHADOWRUN RPG: 6TH EDITION STREET WYRD

Spells, spirits, and adept powers are a core part of *Shadowrun* and are items of perpetual interest to *Shadowrun* players. *Street Wyrd* offers that and more to players and gamemasters, including a system to help them make their own spells. With new ways to use *Shadowrun Sixth World* rules and flavor to help players understand magic's place in the world, *Street Wyrd* is an essential resource for Awakened characters. Scheduled to ship in January 2021.

CAT 28003 \$44.99

SHADOWRUN RPG: 6TH EDITION WORLD TAROT ARCANIST ED

The *Sixth World Tarot* is a stunning collection of *Shadowrun* art by Echo Chernik, and it now comes in a larger size! This deck gives the gorgeous art the spotlight it deserves, letting users take in the full details of these images. Whether you're using them as a game aid, art collection, or functioning tarot deck, these cards do their job beautifully! Scheduled to ship in February 2021.

CAT 27512\$39.99



CHAOSIUM



CALL OF CTHULHU: THE CHILDREN OF FEAR - A 1920'S CAMPAIGN ACROSS ASIA

There have long been stories of two rival kingdoms, hidden from the world in ages past. Their names: Agartha, the City of Fear, and Shambhala, the City of Peace. Although their legends have become confused over time, there is one constant: that opening the gates of the hidden kingdoms shall herald the end of this epoch and usher in the new. And, whoever prevails wins the right to shape the new age in their image, for good or ill... Scheduled to ship in February 2021.

CHA 21373-H\$52.99

CORVUS BELLI



ARISTEIA! ALL-IN-ONE CORE + PRIMETIME BUNDLE

The *All-In-One* box includes the *Aristeia!* Core Box and the *Prime Time* box, the expansion that adds all the rules and necessary materials to allow up to 4 players to join the fun, and new scenarios and *Aristeia!*-compatible game elements, such as objective cards, running projectiles and more.

CVB CBARI50\$99.99



ARISTEIA! PRIME TIME MULTIPLAYER EXPANSION

Aristeia! Prime Time is a multiplayer expansion for this tactical action game (MOBA style) that allows you to take control of a team of four characters and fight for prizes and glory under the delighted gaze of a billion viewers. Coordinate your characters unique moves to spectacular effect in a variety of exhilarating scenarios.

CVB CBARI48\$41.99

INFINITY



COMBINED ARMY SHASVASTII SPECIAL ARMORED CORP SPHYNX (TAG)

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O-12 ZETA UNIT

CVB 282008-0846\$53.99



PANOCEANIA CUTTERS (TAG)

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YU JING BLUE WOLF MONGOL CAVALRY

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CGC 21012\$24.00



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XS CGC 21211\$28.00

S CGC 21212\$28.00

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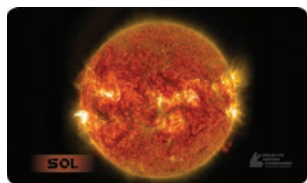
L CGC 21214\$28.00

GALAXY SERIES PLAY MATS



GANYMEDE 14" X 24"

CGC 31123\$17.00



SOL 14" X 24"

CGC 31003\$17.00

CRYPTOZOIC ENTERTAINMENT



CRYPTKINS UNLEASHED

Cryptkins do exist and they're ready to break loose! *Cryptkins Unleashed* goes bigger with Cryptozoic's original IP featuring creatures from myth and folklore. The seven core 5-inch vinyl figures with all-new poses are Bigfoot, Nessie, Chupacabra, Cthulhu, Mothman, Unicorn, and Bob, the skeletal character from Cryptozoic's logo who is coming to life to celebrate the company's 10-year anniversary. In addition, collectors can chase rare Bone-Chilling Variants! Sculpted by Sam Greenwell, each figure comes packaged in a window box.

BOB CZE 28517\$14.99

CHUPACABRA CZE 28449\$14.99

CTHULHU CZE 28456\$14.99

NESSIE CZE 28470\$14.99



OUTLANDER PLAYING CARDS

Play your favorite card games with the characters from *Outlander*! *Cryptozoic Outlander Playing Cards* feature stunning character images from Seasons 1-4 of Starz's beloved series. The standard 54-card deck showcases Jamie, Claire, and "Black Jack" Randall as the king, queen, and jack cards, respectively. Scheduled to ship in November 2020.

CZE 20450\$14.99



WONDER WOMAN - PRINCESS OF THEMYSKIRA STATUE

Inspired by the character's ties to Greek mythology, the Wonder Woman: Princess of Themyscira Statue reimagines her as a classical Greek sculpture. This is a limited-edition print run. Get these before they are gone! Scheduled to ship in October 2020.

CZE 27954\$149.99

CUBICLE 7



WARHAMMER AGE OF SIGMAR - SOULBOUND RPG: STARTER SET

The *Warhammer Age of Sigmar - Soulbound: Starter Set* contains everything you need to begin roleplaying epic adventures in the perilous lands of the Mortal Realms. Whether this is your first ever tabletop roleplaying game or you are an experienced Gamemaster preparing your next campaign, this boxed set is the perfect starting point for anyone interested in *Warhammer Age of Sigmar - Soulbound*. Scheduled to ship in February 2021.

CB7 2510\$29.99

Tsuru: Phoenix Rising

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Game play
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minutes

Ages
8+

2-8
players

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Games

www.CalliopeGames.com



WARHAMMER FANTASY RPG: ENEMY WITHIN COLLECTOR'S EDITION - VOL. 3: POWER BEHIND THE THRONE

Welcome to *Power Behind the Throne*, part three of the revised and updated Director's Cut of the *Enemy Within*, one of the most highly regarded roleplaying campaigns ever written! The printed elements have been kept to a minimum tonal palette in keeping with WFRP's distinct style, and will have a Spot UV finish layered over them and silver foil highlights. *Power Behind the Throne*, arguably the best WFRP adventure ever written, carries on from where *Death of the Reik* left off, taking your brave heroes from Altdorf to the city of Middenheim, a towering city-state in the north of the Empire where trouble brews and a play for power is made. Scheduled to ship in December 2020.

CB7 2415\$149.99

DAN VERSEN GAMES



BY STEALTH AND SEA

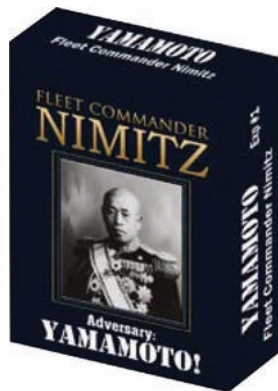
By Stealth and Sea is a solitaire or cooperative game that takes place during the Battle of the Mediterranean in World War II. In *By Stealth and Sea*, you lead elements of an Italian commando frogman unit called Decima Floggiaglia MAS. Under your command, teams of frogmen will pilot manned torpedoes in attacks against the Royal Navy in the heavily guarded harbors of Gibraltar, Altiers, and Alexandria.

DV1 055\$59.99



WORLD WAR II DICE - ITALY

DV1 047IT\$14.99



FLEET COMMANDER NIMITZ: EXPANSION 1 - YAMAMOTO

The expansion features the Yamamoto AI cards, giving Japan an enhanced AI to give its forces a whole new level of decision-making.

DV1 022C\$39.99



FLEET COMMANDER NIMITZ: EXPANSION 2 - TOTAL WAR

Fleet Commander Nimitz Total War is the 2nd expansion for the *Fleet Commander Nimitz* solitaire game, that covers the entire Pacific War from the US point of view. Components include War Sheet, Rulesheet, and additional counters. The expansion adds detailed rules to *Fleet Commander Nimitz* allowing you fight the War in the Pacific from Pearl Harbor through VJ Day in one campaign.

DV1 022D\$19.99



FLEET COMMANDER NIMITZ: EXPANSION 3 - ISLANDS

The 3rd expansion for the *Fleet Commander Nimitz* game. Components include Island sheets and additional rules. This expansion adds a custom 8.5" x 11" Island sheet with unique rules for each of the islands.

DV1 022E\$19.99

BY STEALTH AND SEA: COMPANION BOOK

DV1 055A\$19.99



FOR WHAT REMAINS: BLOOD ON THE RAILS

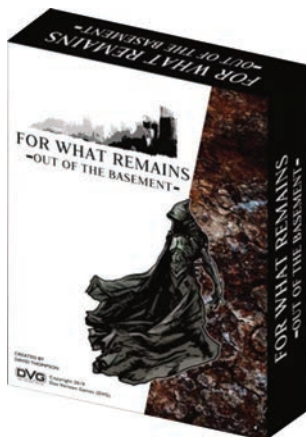
For What Remains is a skirmish-level wargame set in a post-apocalyptic near-future. *For What Remains* is a two-player competitive game, or it can be played solitaire. There are two ways to play *For What Remains*: skirmishes and campaigns. Skirmishes are stand-alone games played for a single victory, with no lasting repercussions. Campaigns are a series of skirmishes linked together to form a larger narrative.

DV1 053A\$59.99



FOR WHAT REMAINS: DICE PACK

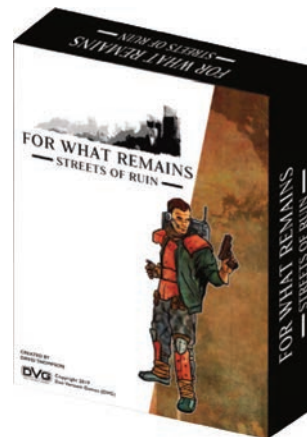
DV1 053D\$29.99



FOR WHAT REMAINS: OUT OF THE BASEMENT

For What Remains is a skirmish-level wargame set in a post-apocalyptic near-future. *For What Remains* is a two-player competitive game, or it can be played solitaire. There are two ways to play *For What Remains*: skirmishes and campaigns. Skirmishes are stand-alone games played for a single victory, with no lasting repercussions. Campaigns are a series of skirmishes linked together to form a larger narrative.

DV1 053B\$59.99



FOR WHAT REMAINS: STREETS OF RUIN

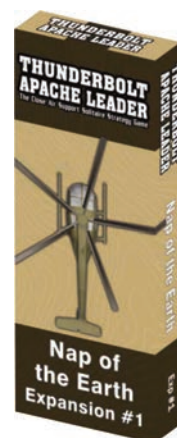
For What Remains is a skirmish-level wargame set in a post-apocalyptic near-future. *For What Remains* is a two-player competitive game, or it can be played solitaire. There are two ways to play *For What Remains*: skirmishes and campaigns. Skirmishes are stand-alone games played for a single victory, with no lasting repercussions. Campaigns are a series of skirmishes linked together to form a larger narrative.

DV1 053\$59.99



FOR WHAT REMAINS: TILES AND TEMPLATES PACK

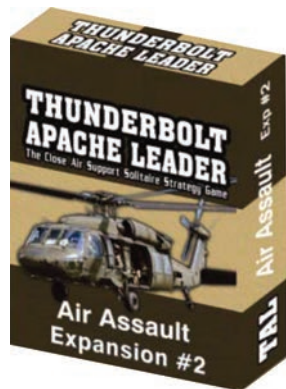
DV1 053C\$19.99



THUNDERBOLT APACHE LEADER: EXPANSION 1 - NAP OF THE EARTH

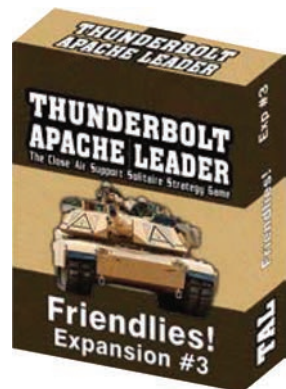
Nap of the Earth is a double expansion pack with 64 cards, 42 counters, and a rule sheet to reinforce your Thunderbolt Apache Leader game!

DV1 017B\$39.99



**THUNDERBOLT APACHE LEADER:
EXPANSION 2 - AIR ASSAULT**

This expansion adds UH-60 Black Hawks, V-22 Ospreys, air assault soldiers, air assault enemy battalion missions, and air assault rules for your forces!
DV1 017C.....\$19.99



**THUNDERBOLT APACHE LEADER:
EXPANSION 3 - FRIENDLIES**

This Expansion adds friendly Battalions to your Campaigns! We are also adding more Air Assault cards and counters!
DV1 017D.....\$39.99



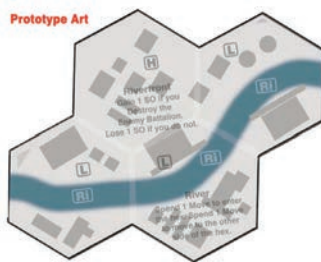
**TIGER LEADER:
EXPANSION 1 - BLITZKRIEG!**

Blitzkrieg! is a double expansion pack with 96 cards and 14 counters to reinforce your Tiger Leader game!
DV1 031C.....\$39.99



**TIGER LEADER:
EXPANSION 2 - PANZERS!**

This expansion adds more vehicles and new vehicles to your Tiger Leader game!
DV1 031D.....\$39.99



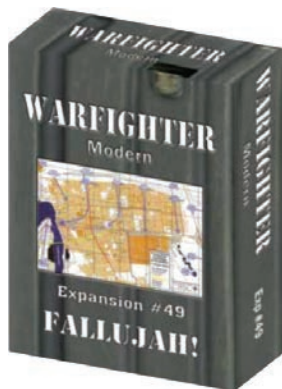
**TIGER LEADER AND SHERMAN
LEADER TERRAIN TILE PACK 2**

DV1 044A.....\$19.99



**WARFIGHTER EXPANSION 53:
SOUTH KOREA**

This expansion gives you the Soldiers, Weapons, Skills, and Gear to deploy South Korean Warfighters! This expansion offers 9 Player Soldiers, 5 Non-Player Soldiers, and 5 Squad Soldiers. It also contains 26 Weapons, 3 Equipment, and 5 Skills. Some of the new Skills include Teamwork, Fortitude, Observant, and Heavy Hitter not currently found in any Modern expansion!
DV1 030BC.....\$19.99



**WARFIGHTER EXPANSION 49:
FALLUJAH**

Warfighter Modern Expansion 49: Fallujah adds 56 cards to your Warfighter Modern Missions! This is a Soldier pack with new Hostiles, Soldiers, Locations, Missions, Objectives, Weapons, Equipment, and Skills.
DV1 030AW.....\$19.99



**WARFIGHTER EXPANSION 50:
KANDAHAR**

Warfighter Modern Expansion 50: Kandahar includes Afghanistan Soldiers, Weapons, Missions, Objectives, and Locations specific to this Battle as well as Elite RPG Teams, and Suicide Bombers. This expansion adds 56 cards to your Warfighter Modern Missions! This is a Soldier pack with new Hostiles, Soldiers, Locations, Missions, Objectives, Weapons, Equipment, and Skills.
DV1 030AX.....\$19.99



**WARFIGHTER EXPANSION 51:
FRANCE**

This expansion gives you the Soldiers, Weapons, Skills, and Gear to deploy French Warfighters!
DV1 030BA.....\$19.99



**WARFIGHTER EXPANSION 52:
ITALY**

This expansion gives you the Soldiers, Weapons, Skills, and Gear to deploy Italian Warfighters! This expansion offers 8 Player Soldiers, 6 Non-Player Soldiers, and 6 Squad Soldiers. It also contains 25 Weapons, 3 Equipment, and 8 Skills.
DV1 030BB.....\$19.99



**WARFIGHTER EXPANSION 54:
BLACKHAWK DOWN**

This expansion shows how the men were not prepared for 17 hours of combat and the difficult situations they encountered in that time. This expansion will do its best to honor those who lost their lives in this Operation by representing them as Soldier cards, and including the Medals they earned.
DV1 030BD.....\$39.99



**WARFIGHTER EXPANSION 55:
MEDALS**

This expansion gives you Medals for: Israel, Germany, Mexico, UK, Australia, Canada, Poland, Russia, France, South Korea, Italy, and the US.
DV1 030BE.....\$19.99

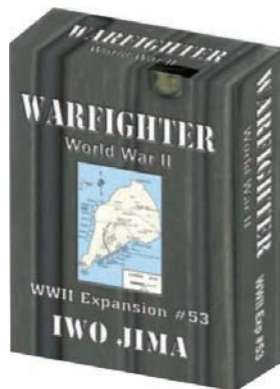


**WARFIGHTER EXPANSION 57:
SHADOW WAR -
GENERAL SOLEIMANI**

You now have the mission to take out this clear and present danger to US forces in the region. This expansion provides you with several mission profiles to choose from to accomplish this vital mission.
DV1 030BG.....\$19.99

Warfighter WWII Expansion 52: Dieppe adds 56 cards to your Warfighter WWII Missions! This is a Soldier pack with new Hostiles, Soldiers, Locations, Missions, Objectives, Weapons, Equipment, and Skill.

DV1 0368 | \$19.99



WARFIGHTER WORLD WAR II EXPANSION 53: IWO JIMA

This set adds 56 cards to your Warfighter WWII Missions! This is a Soldier pack with new Hostiles, Soldiers, Locations, Missions, Objectives, Weapons, Equipment, and Skills.

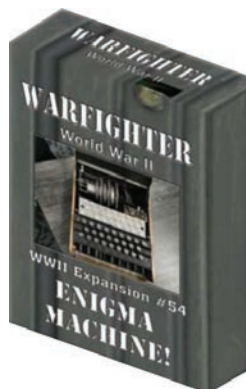
DV1 036BJ \$19.99



WARFIGHTER WORLD WAR II EXPANSION 56: TARAWA

Take command of IJN SNLF Sailors, and do your best to honor the Emperor as you fight to the last man. If you can't stop the American advance, you can at least make them pay in blood for every inch of Tarawa. Japanese 1943

DV1 036BM \$19.99



WARFIGHTER WORLD WAR II EXPANSION 54: ENIGMA MACHINE

This expansion pays tribute to, and features, Royal Marines of the Commando Brigade with raiding missions and incursion skills, reflecting the high-intensity, close-quarters warfighting aboard a sinking ship.

DV1 036BC \$19.99



WARFIGHTER WORLD WAR II EXPANSION 57: NARVIK

The battle of Narvik lasted from the 9th of April, to the 9th of June, 1940 in bitterly cold weather. The Allies fought for control of the strategically important iron ore port of Narvik against a German force composed of mountain troops from Austria, paratroopers and marooned sailors often equipped with captured Norwegian gear. Can your Norwegian Soldiers of the 6th Infantry Division keep Northern Norway free from the Nazis and Quislings?

DV1 036BN \$19.99



WARFIGHTER WORLD WAR II EXPANSION 55: RAATE ROAD

The Mechanized divisions swiping the few defenders with ease and reaching Oulu in a couple of weeks. However, attacking with Mechanized Divisions along a 6m wide snow fringed dirt road, in the Arctic Winter, had its hazards. The 163rd Division and the reinforcing 44th Division soon found themselves surrounded and divided into small encirclements, "Motti"s. The Battle of Raate Road had begun.

DV1 036BL \$19.99



WARFIGHTER WORLD WAR II EXPANSION 58: CASTLE IITER

The battle for Castle Itter was fought near the Austrian village of Itter on May 1945, in the last days of the Second World War. US soldiers joined forces with Wehrmacht riflemen, along with Polish and French prisoners and resistance fighters, to defend an Austrian castle against German SS attackers in one of the most unusual battles of the war.

DV1 036BO \$39.99

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- Tom Vasel, Dice Tower

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DEEP WATER GAMES



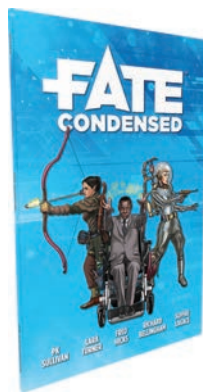
CRYSTALLO

Crystallo is a solo puzzle/abstract card game with a light fantasy theme. Explore the cavern lair of the wicked Black Dragon by placing cards, free six magical creatures by creating crystal sets, and, if you should succeed with that task, trap the dragon in his own cave. Collect treasure along the way, and you may emerge a wealthy champion!
DPW CRY01011999 \$20.00

EVIL HAT PRODUCTIONS

FATE CORE RPG: FATE CONDENSED

Fate Condensed is a full, playable, settingless RPG containing a clear and concise update to the award-winning Fate Core System.
EHP 0055 \$8.00



EXPLODING KITTENS

SPOTLIGHT ON



A GAME OF CAT & MOUTH

A Game of Cat & Mouth is a fiercely competitive magnet-powered Pinball-ish game from the creators of Exploding Kittens. In this highly-addicting game, players must hurl colorful balls through a cat's mouth and onto their opponent's side. The first player to fling all the balls to the other side wins! Scheduled to ship in January 2020.

EKG CAT-MOUTH-1 PI

SPOTLIGHT ON



POETRY FOR NEANDERTHALS

Poetry for Neanderthals is a family-friendly party game similar to Taboo where players earn points by getting their teammates to guess words and phrases. The catch is that the 'Neanderthal Poets' are only allowed to use single syllable words. If they use any words with more than one syllable, the other team gets to bop them with a 2-foot inflatable club. The team with the most points wins! Scheduled to ship in January 2020.

EKG POETRY-CORE-1 PI

FANDOM TABLETOP

CORTEX PRIME RPG: GAME HANDBOOK HARDCOVER

An exhaustive, award-winning tabletop roleplaying game system. Refined and redesigned for a new, digitally supported generation. Entirely modular and packed with advice, examples, and options. Build your own roleplaying game primed by Cortex using hundreds of mods, traits, and mechanics, using themes and genres you already know and love.

ATG FTT01000 \$49.95



GRAND GAMERS GUILD



CHISELED

Three Critics. One set of Tools. No Excuses! You are a sculptor in a shared studio, racing to sculpt a block of marble before the Critics arrive to grade all of your works! Remove cards from your individual deck to chisel out a figure and accentuate different elements. By selecting the right Tool each round and denying your rivals Tools they may need at a given time, reveal your masterpiece! Chiseled features 8 critics, 13 tools, and variant playmodes and challenges for both solo and group play. Scheduled to ship in November 2020.
GGL CUF10030 \$29.99

GREATER THAN GAMES

SENTINEL COMICS THE ROLEPLAYING GAME

SENTINEL COMICS RPG:

COLORING BOOK

Scheduled to ship in December 2020.
GTG SRPG-COLR \$9.95

SPOTLIGHT ON



SENTINEL COMICS RPG: CORE RULEBOOK

You've played the table top games, you've fought villains in the digital multiverse, now its time to create your own adventure in Sentinel Comics: The Roleplaying Game. We teamed up with Critical Hits studios to craft a custom system (the GYRO system) that is inviting to those new to roleplaying games, but crafted to add depth and diversity that will keep the most experienced GMers and players coming back for more. Build your hero. Fight the villains. Tell your story.
GTG SRPG-CORE \$59.95



NOT FINAL ART

SENTINEL COMICS RPG: DICE SET

GTG SRPG-DICE \$19.95



SENTINEL COMICS RPG: GM KIT

GTG SRPG-GMKT \$39.95



SENTINEL COMICS RPG: SPECIAL EDITION CORE RULEBOOK

GTG SRPG-SCOR \$99.95

GREENBRIER GAMES



FOLKLORE: THE AFFLICTION - EQUIPMENT PACK EXPANSION

The way before you is treacherous, and there is no end in sight. You'd be a fool to think you could last more than a day on the road without your Equipment Pack. Inside this box is a set of adventuring gear specifically crafted for you; contains 96 keyword specific Items & Companions for Folklore: The Affliction, tailored for someone with your unique skills. This expansion for Folklore: The Affliction adds a deck of cards to the game that are physical representations of the character specific, text-only items, weapons, and companions that could be acquired via town services and other means. Scheduled to ship in January 2021.

GNE FL60 \$14.95

FOLKLORE: THE AFFLICTION - ACCESSORY BUNDLE
Scheduled to ship in January 2021.
GNE FL53\$34.95

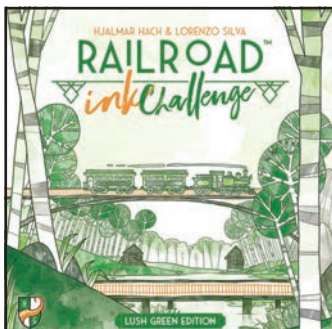


FOLKLORE: THE AFFLICTION - FALL OF THE SPIRE EXPANSION
The *Fall of the Spire* expansion contains six more stories, featuring new mechanisms for combat and town events. Play as one of four new archetypes, or continue your campaign with your existing characters from the *Folklore: The Affliction* core game and *Dark Tales* expansion. Explore new combat mechanisms that can be used in this new box expansion as well as be added to the core game and *Dark Tales* expansion. Scheduled to ship in January 2021.
GNE FL50\$69.95



FOLKLORE: THE AFFLICTION - OVERSIZED CLOTH WORLD MAP
40.287" x 23.5" Oversized Neoprene World Map. Folded in box when shipped. May require a few days to remove fold lines. Scheduled to ship in January 2021.
GNE FL54\$49.95

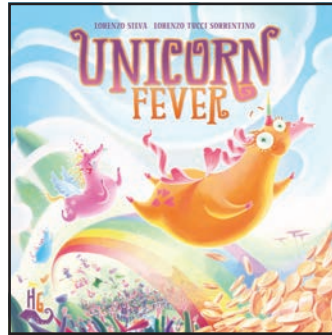
HORRIBLE GUILD



RAILROAD INK CHALLENGE: LUSH GREEN EDITION
Railroad Ink Challenge has everything you love from the original *Railroad Ink* games and a lot more, with an all-new focus on player interaction. Roll the dice and draw the routes to connect the exits around your board. Expand your network with railways, highways and stations to collect points, but you will be penalized for any open connections, so plan carefully! Roll the special Forest dice to create placid forest landscapes, or use the Trail dice to weave scenic mountain paths and build a beautiful arboreal paradise, with the *Lush Green Edition*! Scheduled to ship in December 2020.
LUM HG048\$19.99



RAILROAD INK CHALLENGE: SHINING YELLOW EDITION
Railroad Ink Challenge has everything you love from the original *Railroad Ink* games and a lot more, with an all-new focus on player interaction. Roll the dice and draw the routes to connect the exits around your board. Expand your network with railways, highways and stations to collect points, but you will be penalized for any open connections, so plan carefully! In the *Shining Yellow Edition* roll the special Cactus dice and use oases to protect your cacti from the arid desert climate, or build the longest canyon possible with the Canyon expansion, but be careful not to sink the ground! Scheduled to ship in December 2020.
LUM HG049\$19.99



UNICORN FEVER
Each player is a wealthy bettor, determined to be recognized as the most skillful unicorn-race wagerer of the Great Unicorn Racing Championship and hold this title until the next rainbow appears. During 4 races, players will try to place successful bets to gain Victory Points and Gold. To reach their goal, they will sign Contracts with unscrupulous citizens of the fairy realm to hire their services and turn the odds of the race in their favor, play Magic cards to straightup fix it, and try to avoid squandering all their hard-earned Gold and be forced to ask the Elf-Mob for Loans.
LUM HG034\$39.99



UNICORN FEVER: ROYAL HOOVES
This expansion for *Unicorn Fever* contains 3 additional Unicorn miniatures and cards, to expand the roster of unicorns available during your races and spice up your games with exciting new Fever abilities! Auntie Petunia, simpering but clever Emily Ravenhoof, the edgy punk Ludwig Von Hornerstein, the elegant King of Unicorns
LUM HG035\$19.99

HURRICAN



MR. JACK
In *Mr. Jack*, one player is Jack and the other player is the Detective. The Detective has only 8 rounds to unmask Jack who is impersonating one of the 8 characters on the district board. Jack has 2 ways to win: escape via one of the 4 exits or keep his identity secret until the game ends. The Detective has to figure out who is Jack and to accuse the suspect believed to be Jack, but only one accusation can be made during the game! Scheduled to ship in November 2020.
LUM HURRMJ04\$39.99



MR. JACK: LONDON EXTENSION
This extension for *Mr. Jack London* is a reedition of the 2009 one. It features a new set-up, new artworks with the original 5 characters aged 10 years - to fit to the 10th anniversary edition of the base game - but also an unpublished character (Moriarty) that totally change the dynamic of the game! At the start of the game, the players choose who will play Jack and who will play the Detective. *Mr. Jack London* is exactly played with its 8 characters. With the expansion, a pool of 14 characters is available, but you still only play with 8 at a time: 4 mandatory basic plus 4 characters among the 10 left. Scheduled to ship in November 2020.
LUM HURRMJ04EXT\$18.99



MR. JACK: POCKET
Mr. Jack Pocket is an asymmetrical game of deduction combined to spatial logic, based on the *Mr. Jack London* game system. It is played on a modular board divided into 9 double-sided street tiles, whose positioning is free. One player is Mr. Jack, who is one of the 9 characters depicted on the tiles. The other player is the Investigator, who has 8 turns to unmask him, helped by 3 detectives moving around the board and looking at the streets in a row or column. Scheduled to ship in November 2020.
LUM HURRMJ03\$16.99

INDIE BOARDS & CARDS



AEON'S END DBG: RETURN TO GRAVEHOLD EXPANSION
After developing magic to breathe underwater, Gygar leads a team of mages to explore the sunken ruins of Gravehold. There, he finds an abandoned girl who has learned to fend for herself, and a familiar face who has come to terms with his own darkness. But humans are not the only creatures lurking in this subterranean city. *Return to Gravehold* is an expansion for the cooperative deck building game *Aeon's End*. This expansion features two mages, two nemeses, and several new player cards and treasures. Scheduled to ship in November 2020.
IBC AERG01\$19.99



GAMES

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IDW
GAMES



MINI'S
GAMES!

TEENAGE MUTANT NINJA TURTLES ADVENTURES: CHANGE IS CONSTANT

Teenage Mutant Ninja Turtles Adventures: Change Is Constant is a scenario-driven miniatures role-playing game created in IDW's Adventures Universal Games System (AUGS). Play as one of the four ninja turtles or Casey Jones, or take on the role of Baxter and command his robot fleet, including the menacing Mega-Mouser.

- Includes 59 miniatures and over a dozen scenarios
- Introduces A.I. mode for fully cooperative play
- Fully compatible with all Adventures Universal Games System titles, including *Batman Shadow of the Bat & Arkham Asylum*, coming this December!



IDW 01680.....\$124.99

DESIGNER: KEVIN WILSON, DANIEL LANSDOWN, AND PETE WALSH
ARTIST: ROBERT ATKINS, OZZY FERNANDEZ, SAJAD SHAH, TONY VARGAS
COVER: CHRIS JOHNSON

AVAILABLE NOW!



MINI'S
GAMES!

TEENAGE MUTANT NINJA TURTLES ADVENTURES: CITY FALL

It's dark times for the Teenage Mutant Ninja Turtles! The Shredder has seized control of the city and worse, he's brainwashed Leonardo into joining the Foot Clan! Play as one of five NEW heroes or take on the role of the Shredder and lead the Foot to victory, with his new "chunin" and secret weapon, Dark Leo.

- Includes 40 miniatures and over 20 scenarios
- Introduces A.I. mode for fully cooperative play
- Fully compatible with all Adventures Universal Games System titles, including *Batman Shadow of the Bat & Arkham Asylum*, coming this December!



IDW 01682.....\$124.99

DESIGNER: KEVIN WILSON, DANIEL LANSDOWN, AND PETE WALSH
ARTIST: ROBERT ATKINS, OZZY FERNANDEZ, SAJAD SHAH, TONY VARGAS
COVER: CHRIS JOHNSON

AVAILABLE NOW!



FAN
FAVORITE!

THE LEGEND OF KORRA: PRO-BENDING ARENA

Few diversions in Republic City offer as much excitement as attending a pro-bending game! This is doubly true when the teams facing off in the hexagonal ring are the reigning champs the White Falls Wolfbats and their fierce challengers the Future Industry Fire Ferrets!

- A card drafting strategy game based on the popular animated series!
- Game design from Sen-Foong Lim (*Junk Art*) and Jessey Wright (*Pocket Adventure*)!
- Features 6 highly detailed miniatures.



IDW 01327.....\$49.99

AVAILABLE NOW!

DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT
ARTIST: TONY VARGAS



BATMAN: THE ANIMATED SERIES ADVENTURES - SHADOW OF THE BAT

The next core box entry in the Adventures Universal Games System (AUGS), *Batman: The Animated Series Adventures - Shadow of the Bat* lets 1-4 players become Batman, Robin, Batgirl, Commissioner Gordon, or even Catwoman as they work together to save Gotham City. Hero players will roll and share their custom dice to generate their team's actions and make use of special ability and gadget cards during battles. Strategy is a must as they face off against The Joker and Harley Quinn, Two Face, Man-Bat, The Riddler, The Penguin, Scarecrow, and Mr. Freeze in 24 battles that are all based on fan favorite episodes of the iconic animated series.

- Includes 40 highly detailed miniatures and 24 game play scenarios
- Fully compatible with all Adventures Universal Games System titles!
- All battles can be played in Cooperative Mode, or a 5th player can join to take control of the villains



IDW 01932.....\$124.99

DESIGNER: PETE WALSH & KEVIN WILSON

ARTIST/COVER: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGGIO, DARIO BRIZUELA, JAY FOTOS

DECEMBER RELEASE!

DRAGON BALL Z: THE BOARD GAME SAGA

Whether it's the perfected fighting methods of Cell, or the pure chaos of Buu, Dragon Ball Z has some of the most iconic villains, and their respective sagas, in anime history. With *Dragon Ball Z: The Board Game Saga*, 1-4 players will assume the role of one of the Z Fighters to play as while they fight through Dragon Ball Z's 4 legendary sagas. With dozens of special abilities to learn, players can directly recreate their favorite scenes from the show, or change things up with exciting "what if" scenarios.

- Play through the 4 Dragon Ball Z sagas
- Pick from a dozen classic Dragon Ball Z heroes to play
- Create wild "what if" face-offs, Yamcha vs. Frieza?!



IDW 01810.....\$49.99

DESIGNER: TEAM LYNNVANDER
ARTIST/COVER: TOEI ANIMATION

FEBRUARY 2021 RELEASE!

IDW
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BATMAN: THE ANIMATED SERIES ADVENTURES - ARKHAM ASYLUM

When it comes to villains, there's no set of foes more iconic than Batman's rogues' gallery. In *Batman: The Animated Series Adventures - Arkham Asylum* the villains have taken over and it's up to Batman and his allies to return order to the hospital's halls. An expansion set for *Shadow of the Bat*, *Arkham Asylum* adds Clayface, Poison Ivy, Jervis Tetch, The Ventriloquist, Killer Croc, Maxie Zeus, Lock-Up, Clock King, Baby Doll, and Hugo Strange to the roster of villains, and 13 new battles based on classic episodes of the animated series. A new game type, Clayface mode, even adds a hidden traitor mode where one hero is actually Clayface in disguise, able to reveal their true identity at any time!

- Includes 15 highly detailed miniatures and 16 game play scenarios
- Fully compatible with all Adventures Universal Games System titles!
- *Batman: The Animated Series Adventures - Shadow of the Bat* is required to play this expansion



IDW 01934.....\$59.99

DESIGNER: PETE WALSH & KEVIN WILSON

ARTIST/COVER: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGGIO, DARIO BRIZUELA, JAY FOTOS

DECEMBER RELEASE!



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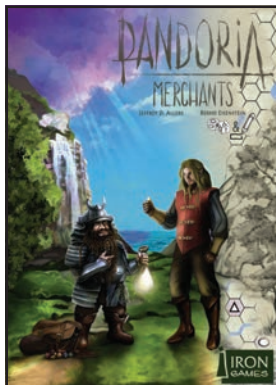
PACT: WINTER

We hate the cold in winter, so we want to complete the winter tasks as quickly as possible so that we can retreat into the warmth. Pact Winter is the expansion for Pact. With this, you can play the game with up to six players. Various new winter tasks and winter specialists promise a dramatic endgame. Thematically, Pact is a sequel of Pandoria after the goblins have expelled the remains of the five Realms and now have settled the Hiddenlands on their own. Scheduled to ship in December 2020.
IRG 23\$11.99



PANDORIA MERCHANTS

In the more streamlined family version of the game, you gain valuable spells whenever you close out a region, and instead of managing different resources, every region rewards you with victory points. If you are new to the world of Pandoria, then Pandoria Merchants Family is highly recommended. For the first time, you can play Pandoria solo: Your scouts have discovered a hidden valley deep in the mountains, divided by rivers and enormous lakes, a place for your Realm to expand exclusively! But as you begin to settle these new lands, you find that you are not alone: Trolls from the surrounding hills have come to lay claim. As you compete for the most influence in these 8 new territories, the Trolls become stronger. Scheduled to ship in December 2020.
IRG 24\$52.99



KENZER & COMPANY

KNIGHTS OF THE DINNER TABLE #283

This multiple award-winning comic magazine features the hilarious misadventures of a group of gamers (the Knights) and their friends, along with useful role-playing and other articles for gamers, from a gamers perspective. It's a slice of (fantasy) life in strips, articles, reviews and features, and a wonderful celebration of the gaming culture! Scheduled to ship in December 2020.
KEN 283\$6.99



KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: BLAZING VORTEX BOOSTER DISPLAY (24)

Level up your game with 100 new cards to play and collect including a reimagining of Chazz Princeton's Armed Dragon cards from the Yu-Gi-Oh! GX animated series. Play them on their own or combine them with the original Armed Dragon cards to create a hard-hitting new strategy that aims to unleash a brand-new version of Armed Dragon LV10 and power it all the way up to 10000 ATK! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 85198\$95.76



YU-GI-OH! TCG: FREEZING CHAINS STRUCTURE DECK DISPLAY (8)

The Synchro Monsters of the Ice Barrier break free in Structure Deck: Freezing Chains! Originating in the very first Hidden Arsenal, the Ice Barrier strategy puts the freeze on opposing strategies while preparing to finish them off with their incredible Synchro Monsters! Ice Barrier monsters work as a team to suppress your opponents actions. There are Ice Barrier monsters that weaken opposing monsters, prevent your opponent from Tribute Summoning, delay the activation of Spell Cards, prevent attacks, and more, but only if you control a second Ice Barrier monster. If that second monster also has a similar suppression effect, you'll get both effects! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 85221\$79.92



LIVE LAUGH YEET

Scheduled to ship in November 2020.
SLEEVES (50) LGN MAT146PI
DECK BOX LGN BOX146PI



NEVER TELL ME THE ODDS

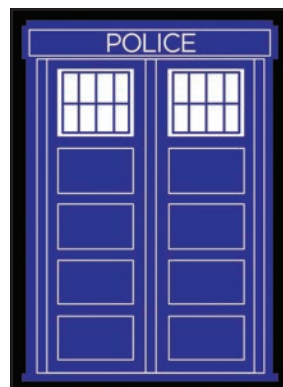
Scheduled to ship in November 2020.
SLEEVES (50) LGN MAT109PI
DECK BOX LGN BOX109PI

LEGION SUPPLIES



BIG MOOD

Scheduled to ship in November 2020.
SLEEVES (50) LGN MAT110PI
DECK BOX LGN BOX110PI



POLICE BOX BLACK BORDER SLEEVES (50)

Scheduled to ship in November 2020.
LGN MAT108PI



BOOMZOOKA

Scheduled to ship in November 2020.
SLEEVES (50) LGN MAT107PI
DECK BOX LGN BOX107PI



ZOO STRIPE

Scheduled to ship in November 2020.
SLEEVES (50) LGN MAT106PI
DECK BOX LGN BOX106PI

SPOTLIGHT ON

FANTASY FLUX (DISPLAY 6)

Gather your friends for a party an adventuring party, that is! Pack up your Second Breakfasts and set off on a classic quest with your faithful companions, the Helpful Elf, the Dwarven Warrior, the Gallant Swordsman, the Wise Old Wizard, and of course, the Humble Young Hero! Learn from the Cranky Magic Teacher how to use your Wand to cast spells like Invisibility or Fireball! You may need them as you encounter the Dreaded Pirate, or when you find out that Captured Princess is actually the Mother of Dragons! Will you and your fantasy favorites survive the Final Showdown with the Dark Lord? Find out when you play *Fantasy Flux*!

LOO 114\$16.00



LUCKY DUCK GAMES



IT'S A WONDERFUL WORLD: CORRUPTION & ASCENSION

Expand your game to six players and introduce four new card types to your base game of It's a Wonderful World. From now on, each turn, you will play a mixture of classic Development cards and new Ascension cards. Corruption cards appear in every Empire, destroying resources and spoiling production, but with the right tools, Corruption may eventually serve your schemes. Super Production cards won't be easy to build, but they can make all the difference in the race for productivity. The greatest of achievements are held in Master Projects, but can you build an Empire capable of construction one?

LKY IWW-R03-EN.....\$32.99



IT'S A WONDERFUL WORLD: WAR OR PEACE

This campaign expansion brings 6 replayable scenarios to It's a Wonderful World. Play with friends or by yourself and discover new game mechanics and unlock new cards for your base game. Each of the six campaign envelopes gives you a story introduction, adds new cards, and introduces gameplay twists. Through the campaign, you will be asked to open the Secret Box to unlock a board expansion for your main game-board. Depending on how you play the scenarios, the end of the story will be different. There is no component destruction, so you can play the campaign again to discover an alternate ending.

LKY IWW-R02-EN.....\$24.99

MANTIC ENTERTAINMENT

KINGS OF WAR

Scheduled to ship in November 2020.



GAME TOKEN & ARC TEMPLATE

MGE MGKWM108.....\$39.99



GOBLIN REGIMENT

MGE MGKWG301\$29.99

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WAR IN THE HOLDS - TWO PLAYER STARTER SET

War in the Holds is the brand new 2 player starter set for *Kings of War*. Pitting the dastardly Goblins against the evil Ratkin. Featuring brand new hard plastic sprues of the Goblins AND the Ratkin this set will be the first opportunity for Kings of War players to get their hands on these amazing new miniatures.
MGE MGKWM112.....\$99.99

MAYDAY GAMES



BOARD GAME UPGRADE SET METAL COINS (50)

Scheduled to ship in November 2020.
MDG SKS-0317.....\$13.95



BOARD GAME UPGRADE SET: METAL INDUSTRIAL COINS (50)

Scheduled to ship in December 2020.
MDG SKS-0318.....\$13.95

METALLIC DICE GAMES

10MM MINI STARDUST ACRYLIC POLY DICE SET (7)



BLUE W/ SILVER NUMBERS

MET 4181.....\$4.99



GALAXY

MET 4175.....\$4.99



GRAY W/ SILVER NUMBERS (7)

MET 4177.....\$4.99



PURPLE (7)

MET 4179.....\$4.99



SUPERVOLCANO (7)

MET 4174.....\$4.99



TURQUOISE (7)

MET 4180.....\$4.99

STARDUST 16MM ACRYLIC POLY DICE SET



BLUE W/ SILVER NUMBERS (7)

MET 181.....\$9.99



PURPLE (7)

MET 179.....\$9.99



TEAL

MET 180.....\$9.99

MODIPHIUS



FALLOUT: WASTELAND WARFARE - ENCLAVE SOLDIER SET

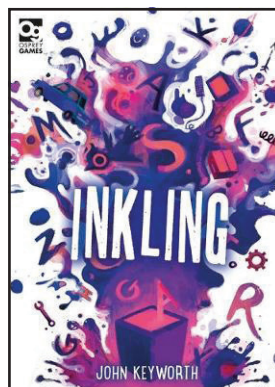
Scheduled to ship in February 2020.
MUH 052036.....\$27.00



FALLOUT: WASTELAND WARFARE - ENCLAVE TESLA SET

Scheduled to ship in February 2020.
MUH 052034.....\$27.00

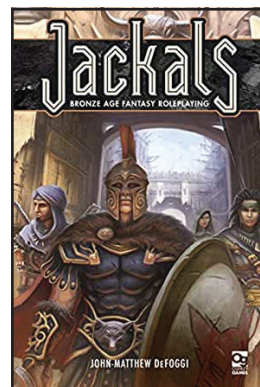
OSPREY GAMES



INKLING

An innovative word game for 3 to 6 players where creativity trumps vocabulary. Splashes of dark ink on a blank page, the characters illegible—or are they? The line that seemed like a scribble, could it perhaps be the letter N, or is it a Z on its side? And that circle, is it an O or a Q, or maybe part of a B? You can't know for sure, but you might have an inkling... Inkling is a word game for 3 to 6 players with an innovative twist. Each turn you will play your letter cards in front of you, hoping the players next to you can glean the words you're trying to convey—but without the perfect letters you will need to get creative! Scheduled to ship in February 2021.

OSP 846143.....\$24.00



JACKALS RPG

The Zaharets, the land between the Vori Wastes and the Plains of Aeeco, is well-known as the Land of Risings. Dominated by the rising city-states of Ameena Noani and Sentem, facing each other along the great War Road, the Zaharets has always been home to powerful civilizations. Inspired by the myths, cultures, and history of the Ancient Near East, and by such ancient texts as the Iliad, the Epic of Gilgamesh, and the Old Testament, *Jackals* is a Sword & Sorcery roleplaying game set in a Fantasy Bronze Age. With mechanics based on the popular OpenQuest system, the game places players in the role of Jackals: adventurers, explorers, sellswords, and scavengers and sends them out into the peril-filled land of the Zaharets to make their fortune or perhaps fulfill a greater destiny. Scheduled to ship in February 2021.

OSP 837424.....\$35.00



WILDLANDS: THE ANCIENTS EXPANSION

Wildlands: The Ancients is a big box expansion for *Wildlands*, bringing solo and cooperative play to the critically-acclaimed game, alongside support for 5-6 players. The Ancients, age-old guardians of the arcane crystals, have long slumbered in their secret vaults. Rumored to be invincible sentinels, they have defended their crystals unchallenged for eons. With the fall of the Empire, the most desperate bands of the *Wildlands* have joined forces to take them down and claim the crystals they protect. *Wildlands: The Ancients* introduces powerful creatures and new terrains that allow players

to play *Wildlands* solo and cooperatively, as well as supporting play with up to six players. Scheduled to ship in February 2021.

OSP 841551\$60.00

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - ABOMINATION VAULTS PART 2 - HANDS OF THE DEVIL (P2)

Beware when dealing with devils! *The Abomination Vaults* sprawl far beneath the mysterious Gauntlight, and it's time to take weapons, torches, and wits into the deeper dungeons. Here, vile fleshcrafters labor to create armies of monsters for their long-dead leader, and a force of devils still work to maintain order among the feral and fractious monsters. An unlikely ally can reveal the secrets of the Abomination Vaults, but his price is steep and must be paid in blood. Scheduled to ship in February 2021.

PZO 90164\$24.99



PATHFINDER RPG: FLIP-MAT CLASSICS - RED LIGHT DISTRICT

Whether your party is looking for contacts in the criminal underworld or fleeing from an angry thieves guild, no Game Master wants to spend time drawing every darkened alley and ramshackle storefront. Fortunately, with Paizo's latest Pathfinder Flip-Mat, you don't have to! This line of gaming maps provides ready-to-use fantasy set pieces for the busy Game Master. Scheduled to ship in February 2021.

PZO 31033\$14.99



PATHFINDER RPG: HERO POINT DECK (P2)

Hero Points help you shape your characters' heroic deeds, and this deck of 52 Hero Point cards gives you brand-new ways to guide your heroes' path toward greatness! These beautiful, full-color cards let you easily track your Hero Points at the table, and each card offers a different special benefit when you spend that Hero Point. Every effect is compatible with the Second Edition of the Pathfinder Roleplaying Game, giving you even more ways to turn your hero into a legend! Scheduled to ship in February 2021.

PZO 2223\$14.99



PATHFINDER RPG: LOST OMENS - ANCESTRY GUIDE HARDCOVER (P2)

Remember who you are! The Age of Lost Omens is filled with people of all types, including more than just those of common ancestries. *Lost Omens Ancestry Guide* places the spotlight on the uncommon and rare ancestries of the Inner Sea (like geniekin, androids, kitsune, sprites, and more!), providing information on their cultures and place in the world. The book also expands on the rules options for these ancestries and versatile heritages. Finally, *Lost Omens Ancestry Guide* also features new ancestries and versatile heritages including some that are brand new, as well as old favorites from throughout Golarion! Scheduled to ship in February 2021.

PZO 9308\$34.99



STARFINDER RPG: ADVENTURE PATH - FLY FREE OR DIE PART 4 - THE WHITE GLOVE AFFAIR

The crew of the *Oliphant* have been living paycheck to paycheck for too long; now they've got a chance to become richer than they've ever imagined by stealing one of the Kalistocracys' legendary treasure barges! But this heist turns out to be more than anyone bargained for when the crew ends up stranded on a hidden resort in the Drift where Kalistocrats outbid each other for the plundered wealth of the galaxy. Scheduled to ship in February 2021.

PZO 7237\$22.99

STARFINDER RPG: FLIP-TILES - ALIEN PLANET STARTER SET

Stage the scene for epic science-fantasy adventures with the *Starfinder Flip-Tiles: Alien Planet Starter Set*! This boxed collection of 42 durable, double-sided full-color 6 x 6-inch map tiles can be used to construct never-ending extraterrestrial jungles and deserts full of strange hazards and bizarre fauna, providing tons of options for planetary encounters. These exciting new tiles bring countless combinations to your game table! Scheduled to ship in February 2021.

PZO 7505\$34.99



STARFINDER RPG: PAWNS - THE DEVASTATION ARK PAWN COLLECTION

Key aliens and NPCs from *The Devastation Ark Adventure Path* come alive on your tabletop with *The Devastation Ark Pawn Collection*, featuring more than 100 creature pawns for use with the *Starfinder Roleplaying Game* or any tabletop science-fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image of an alien, NPC, or starship from *The Devastation Ark* campaign, including ancient alien threats, enraged outsiders, and dozens of unique creatures. Scheduled to ship in February 2021.

PZO 7422\$19.99

PEGASUS SPIELE

DOODLE DUNGEON

A dream comes true; players have acquired their own dungeon! Today they visited it for the first time and found a gigantic cave! Hold on a second, the cave is empty! Where's the dungeon? There aren't any maze-like walls, no sneaky traps, and above all, no hero-slashing monsters! *Doodle Dungeon* combines the rewarding elements of creating and then defending one's own dungeon, and mixes it with engaging draft-&-draw gameplay. Scheduled to ship in February 2020.

PSD 51846E\$29.99



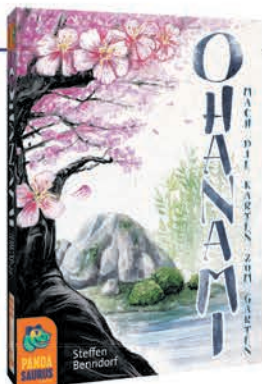
GAMES

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GTM

DEC 2020

41



OHANAMI

- Unique drafting set collection game!
- A new-classic card game!
- A best seller in Germany and France!

NOW AVAILABLE!

PAN202013 \$14.95

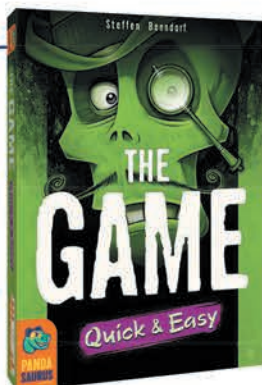
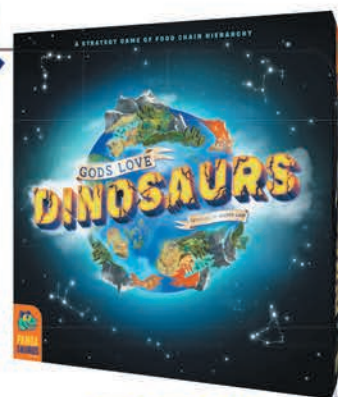


GODS LOVE DINOSAURS

- From the designer of Magic Maze.
- Fun domino-like tile-laying.
- Control a food-chain from top to bottom!

NOW AVAILABLE!

PAN202016 \$39.95



THE GAME: QUICK & EASY

- Standalone follow up to the best seller!
- Easier to teach, new unique gameplay.
- Fun new family-friendly art!

NOW AVAILABLE!

PAN202014 \$14.95

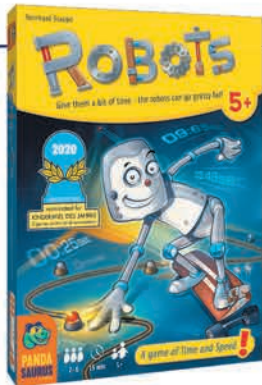


TAMMANY HALL

- The best seller is back!
- Fun negotiation game.
- Great player interaction!
- Top 400 strategy game on Board Game Geek.

NOW AVAILABLE!

PAN202012 \$49.95



ROBOTS

- Kinderspiel des Jahres nominee!
- A best-seller in Germany!
- Fun family-friendly cooperative play!

NOW AVAILABLE!

PAN202017 \$14.95



CTRL

- A great fit for the whole family.
- 3D area-control!
- Cover your friends' cubes before they cover yours

NOW AVAILABLE!

PAN202007 \$24.95





NOW ONLY
\$59.95

DINOSAUR ISLAND

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park—but manage customer casualties!
- Now includes THREE different types of dino meeples!



PAN201703 **\$59.95**



MACHI KORO 5TH ANNIV. EDITION

- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres nominee.



PAN201821 **\$29.95**



SONORA

- Flick discs into the right quadrant to score points on your dry erase sheet!
- Stunning art and exciting player interaction.
- A blast for both families and gamers!



PAN202005 **\$29.95**



THE GAME

- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against The Game itself.
- Multi award-winner and Spiel des Jahres nominee.



PAN201820 **\$12.95**



SILVER & GOLD

- Simple rules and fast play
- Includes 60 colorful wipeable playing cards and 4 dry erase pens.
- From iconic designer Phil Walker-Harding, the creator of such bestselling games as Sushi Go, Imhotep, and Baren Park.



PAN201910 **\$19.95**



THE MIND

- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.



PAN201809 **\$12.95**



PORTAL



ROBINSON CRUSOE: TREASURE CHEST

Here you will find new Scenarios that present completely new adventures: encountering cruel poachers, following the footsteps of Doctor Livingstone, boarding the Time Machine, experiencing an adventure in Neverland, and setting out for a quest on Treasure Island. *The Treasure Chest* also grants access to new Characters and Crewmen as well as ways to diversify your gameplay. For the players who need a few new surprises, we have added new cards to shuffle into existing decks, bonus Shelter Upgrades, as well as Feature, Mystery, and Event cards. All of this, and more, awaits you inside the Treasure Chest.

PLG 0065\$40.00

PRIVATEER PRESS

HORDES

Scheduled to ship in January 2021.



GRYMKIN DEFILED ARCHON SOLO (RESIN/METAL)

PIP 76038\$39.99



GRYMKIN ISAIAH, DREAD HARVESTER SOLO (RESIN/METAL)

PIP 76037\$37.99

MONSTERPOCALYPSE

Scheduled to ship in January 2021.



LEGION OF MUTATES BASHERS AND BLASTER UNIT (WHITE METAL)

PIP 51116PI



LEGION OF MUTATES CASSANDER MONSTER (RESIN/METAL)

PIP 51115PI



MASTERS OF THE 8TH DIMENSION THE PRECEPTOR MONSTER (RESIN/METAL)

PIP 51117PI



MASTERS OF THE 8TH DIMENSION VOIDERS AND FACILITATOR UNIT (RESIN/METAL)

PIP 51118PI

RIOT QUEST

Scheduled to ship in January 2021.



BULKHEAD GUARD (RESIN/METAL)

PIP 63045PI



DEZ AND GUBBIN, DYNAMITE DUO GUNNER/ROGUE (WHITE METAL)

PIP 63036PI



GUDRUN THE WASTED FIGHTER (RESIN/METAL)

PIP 63034PI



MAJOR ALINE BENNET SCOUT (WHITE METAL)

PIP 63044PI



UNDERBOSS VIZKOYA ROGUE (WHITE METAL)

PIP 63038PI



WINTERTIME WASTELAND STARTER BOX

PIP 63033PI

PULL THE PIN GAMES

GOOD COP BAD COP: PROMOTED EXPANSION

Promoted is an expansion to *Good Cop Bad Cop* in which you play a series of games and earn medals for your heroism during the game. Those medals are used to get promotions in the next game, which provide a unique action you can take that no one else can. Medals also have victory points on them, so at the end of the series, you count up your victory points to see whether you win! Scheduled to ship in February 2021.

OWG 0361\$14.99

Q-WORKSHOP



DICE MACABRE SET (7)

Scheduled to ship in February 2021.
QWS SDMR3G.....\$19.00



CALL OF CTHULHU: DICE SET ABYSSAL/WHITE (7)

Scheduled to ship in February 2021.
QWS SCTH3F.....\$19.00



CALL OF CTHULHU: DICE SET BLACK/MAGENTA (7)

Scheduled to ship in February 2021.
QWS SCTR3P.....\$19.00

REAPER MINIATURES



VES DEEP CUP AIRBRUSH

Scheduled to ship in September 2020.
RPR 29002\$199.99



VEX BASIC CUP AIRBRUSH
Scheduled to ship in September 2020.
RPR 29001 \$199.99

DARK HEAVEN

Scheduled to ship in October 2020.



FOOTMAN
RPR 04031 \$11.99



NOSFERATU VAMPIRE
RPR 04029 \$8.99



SCARECROW
RPR 04032 \$8.99



SIR RATHOS - BORROW WARDEN
RPR 04015 \$8.99



WITCH COVEN (3)
RPR 04030 \$13.99

DARK HEAVEN

Scheduled to ship in November 2020.

BOSS ON WAR PIG
RPR 04036 \$8.99

NORKER ARCHERS (2)
RPR 04035 \$8.99

NORKER WARRIORS (2)
RPR 04034 \$8.99

DARK HEAVEN: BONES CLASSIC

Scheduled to ship in October 2020.



ANKOA, BARBARIAN HERO
RPR 77736 \$2.99



GHOULS (2) AND GHAST
RPR 77720 \$5.99



GRAVEFLESH SERVANTS (2)
RPR 77729 \$5.99



GRAVEYARD FINIAL: MYSTIC (10)
RPR 77735 \$4.99



GRAVEYARD FINIAL: ORBS (10)
RPR 77734 \$4.99



GRAVEYARD FINIAL: SKULLS (10)
RPR 77733 \$4.99

NOT FINAL ART

Calliope Games
www.CalliopeGames.com

*Creating holiday memories
one game at a time.*

12 Days
Designed by James Ernest & Mike Schinker
Illustrated by Edvard Chernik

THIEVES!
Richard De Rink

Roll for it!
The Roll it! Match it! Score it! Game

**Perfect
stocking stuffers!**

Game play: 20-50 minutes | Ages 8+ | 2-4/8 players



HARROWGATE SHRINES
RPR 77723\$5.99



MUMMY SANKINGS (2)
RPR 77725\$5.99



SMALL WORLD, ARNISE
RPR 77715\$2.99



SMALL WORLD, SOPHIE
RPR 77717\$2.99



TOWNSFOLK III (3)
RPR 77737\$5.99



VAMPIRE BLOODLORDS (2)
RPR 77727\$5.99

DARK HEAVEN:
BONES CLASSIC

Scheduled to ship in November 2020.

AMRIELLE, FEMALE RANGER
RPR 77701\$2.99



ARNISE, ELF DEATHSEEKER
RPR 77702\$2.99

BRIGANDS (3)
RPR 77707\$5.99



CYCLOPS
RPR 77705\$4.99



DANNIN DEEPAKE, FEMALE DWARF
RPR 77700\$2.99

GOBLIN ELITES (3)
RPR 77713\$4.99

KELAINEN DARKMANTLE WIZARD
RPR 77685\$2.99

NAGENDRA LEADERS (2)
RPR 77693\$5.99

NAGENDRA SWORDSMEN (2)
RPR 77695\$5.99

NAGENDRA WARRIORS (2)
RPR 77697\$5.99

TAROYA, FEMALE WARRIOR
RPR 77699\$2.99

WERERAT
RPR 77686\$3.99

DARK HEAVEN:
BONES CLASSIC

Scheduled to ship in December 2020.

ALANDIN, ELF PALADIN
RPR 77743\$2.99

ALETHEIA EDAIR, DUELIST
RPR 77751\$2.99

BELTHUAL, ELF CHRONICLER
RPR 77744\$2.99



BRYN, HALF ELF ROGUE
RPR 77753\$2.99

DEVILS (3)
RPR 77684\$8.99

GHOSTS OF THE DROWNED NYMPH (2)
RPR 77745\$4.99

INNKEEPER SOPHIE
RPR 77750\$2.99

NIMBAR, ELF NECROMANCER
RPR 77742\$2.99

SHADES OF THE DROWNED NYMPH (3)
RPR 77747\$5.99

SHARDIS, FEMALE ELF ROGUE
RPR 77741\$2.99

SMALL WORLD, AMARAN
RPR 77714\$2.99

TALNYTH, FEMALE ELF BARBARIAN
RPR 77740\$2.99

DARK HEAVEN:
BONES CLASSIC

Scheduled to ship in January 2021.

ARAVIR, ELF RANGER
RPR 77677\$2.99



ARMORED GOBLIN LEADERS (2)
RPR 77678\$4.99

ARMORED GOBLIN WARRIORS (4)
RPR 77679\$5.99

BLINK BERENWICKET, GNOME
RPR 77681\$2.99



DIRE BOAR
RPR 77672\$3.99

DIRE CRAB
RPR 77671\$3.99

JAHENNA
RPR 77669\$2.99

KNIGHT HEROES (2)
RPR 77676\$5.99



KNIGHTS OF THE REALM (3)
RPR 77673\$8.99



LOWLAND OWLBEAR
RPR 77674\$3.99

MEROWYN LIGHTSTAR
RPR 77675\$2.99

MINITAURS (4)
RPR 77680\$5.99

DUNGEON DWELLERS

Scheduled to ship in October 2020.

EREBUS NALAS - EVIL SORCERER
RPR 07030\$8.99

GIANT RATS
RPR 07031\$6.99

FAST PALLET PAINT SETS
(6 COLORS)

Scheduled to ship in November 2020.

FIRE AND BRIMSTONE - HOT REDS
RPR 09903\$21.99

HAMMER AND ANVIL - STEEL METALLICS
RPR 09904\$21.99

PIRATE COLORS - SEAS OF ADVENTURE
RPR 09905\$21.99

PIRATE COLORS - SEAS OF HORROR

RPR 09906 \$21.99

REAPERCON COMMEMORATIVE COLOR SET #2

Scheduled to ship in December 2020.

RPR 09983 \$39.99

RED RAVEN GAMES

SLEEPING GODS: DUNGEONS EXPANSION

Sleeping Gods: Dungeons adds six dungeons to *Sleeping Gods*. Each dungeon includes a map and stories. In a dungeon, gameplay will be slightly altered from the regular game. A separate dungeon booklet will contain all of the descriptions, encounters, and puzzles that you'll experience as you explore. Each dungeon holds dangerous traps, vicious monsters, and treasure that you can find. Because dungeons take longer to explore than a standard location, there are a few small changes to game play when you enter one. While in the dungeon, players take turns taking two actions each, which include moving to new rooms, examining your surroundings, and more. Scheduled to ship in February 2021. RVM 025.....PI

RESONYM GAMES



SURREALIST DINNER PARTY

Show your hosting prowess and treat your favorite Surrealist artists and writers to an excellent dinner party! But this might be trickier than you'd imagine. Keep your guests happy by serving the food they desire, managing drama between them, and sending them home at the right time. On your turn, bring new guests to the party, serve food and drink, or have guests socialize with their neighbors at the table. Of course you want to make all the guests you've invited happy, but if you can arrange for your opponents' guests to start a little drama, that's okay too! Scheduled to ship in January 2021. RES SDP01\$24.95

RIO GRANDE GAMES



BLUE SKIES

After years of lobbying to be free of government control of air routes and pricing, airlines begin scrambling to take advantage of the unprecedented growth in the industry. Scheduled to ship in August 2020.

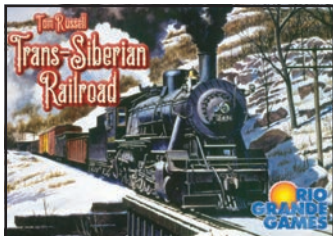
RGG 594 \$39.95



PRAGA CAPUT REGNI

Charles IV has been crowned King of Bohemia and ruler of the Holy Roman Empire. From his castle in Prague, he oversees construction of new fortifications: a bridge across the Vltava River, a university, and a cathedral rising within the walls of the castle itself. Prague is already among the largest cities in Europe. King Charles will make it the capital of an empire! Scheduled to ship in December 2020.

RGG 601 \$74.95

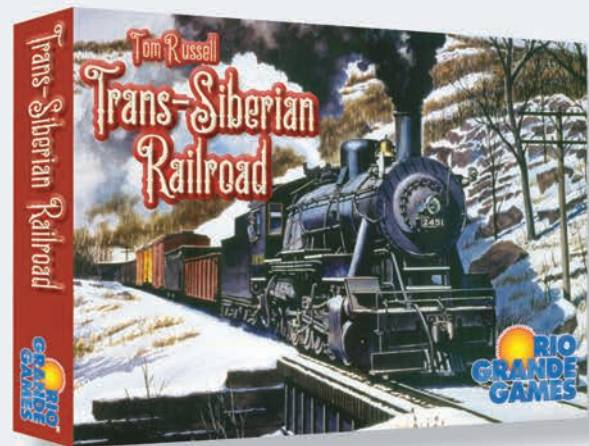


TRANS-SIBERIAN RAILROAD

In the late 19th century, the Russian government commissioned a project to build a railroad that would connect Moscow in the west with Vladivostok in the east. Scheduled to ship in December 2020.

RGG 593 \$39.95

Now Available



RIO GRANDE GAMES™

www.RioGrandeGames.com

GAMES

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STRATEGY

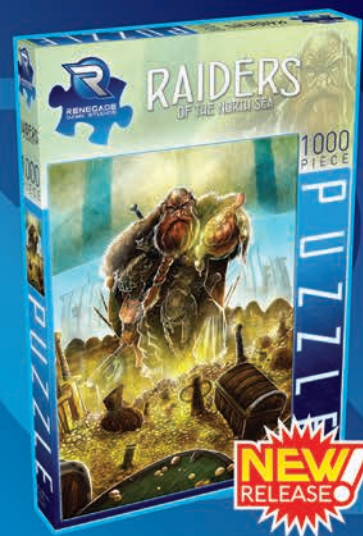
DUEL OF WANDS: KIDS ON BROOMS CARD GAME

- Test your skills and cunning in the Duel of Wands!
- Contains rules for use with Kids on Brooms RPG!
- 2 Player Card Game!

RGS02194.....\$20



FEBRUARY RELEASE



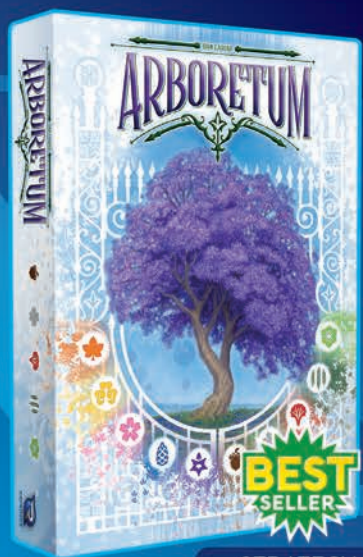
JIGSAW PUZZLE

RAIDERS OF THE NORTH SEA CONQUEST PUZZLE

- From Raiders of the North Sea artist, The Mico
- High quality materials
- 1000 pieces

RGS02149.....\$20

AVAILABLE NOW



STRATEGY

ARBORETUM

- Create a path to tranquility!
- Balance your strategy to score points!
- Simple rules, deep strategy in a small box!

RGS00830.....\$20



AVAILABLE NOW



STRATEGY

PALADINS OF THE WEST KINGDOM

- Protect your fortress!
- 2nd game in the West Kingdom Trilogy!
- Solo mode included!

RGS02033.....\$55



AVAILABLE NOW



STRATEGY

CLANK! A DECK-BUILDING ADVENTURE

- Burgle your way to adventure!
- Be quick and be quiet. One false-step and - CLANK!
- Will you make it our alive?

RGS00552.....\$60

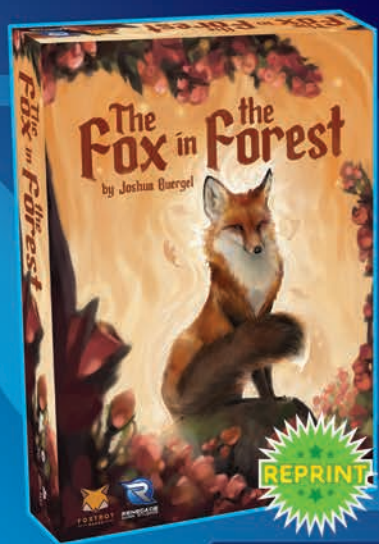


AVAILABLE NOW



RENEGADE
GAME STUDIOS

WWW.RENEGADEGAMES.COM



REPRINT

FAMILY

THE FOX IN THE FOREST

- Two Player Trick Taking Game!
- Unique card powers
- Win tricks but don't be too greedy!

RGS00574.....\$15

AVAILABLE NOW



ROLE-PLAYING

ALICE IS MISSING

Designer: Spenser Starke
Cover Artist: Julianne Grepp

- A Silent Text-Messaging Role Playing Game
- Work together to find Alice
- Ideal for remote play

RGS02161.....\$20

DECEMBER RELEASE



BEST SELLER

FAMILY

FUSE

- Save the ship before the timer runs out!
- Includes free countdown app!
- Cooperative!

RGS00504.....\$30

AVAILABLE NOW



NEW! RELEASE

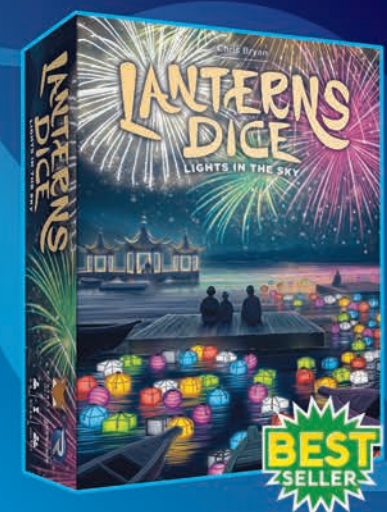
FAMILY

AUTUMN HARVEST: A TEA DRAGON SOCIETY CARD GAME

- Explore Friendship & Fantasy with your Tea Dragon!
- Compatible with The Tea Dragon Society Card Game!
- Adds an extra player!

RGS01158.....\$25

AVAILABLE NOW



BEST SELLER

FAMILY

LANTERNS DICE: LIGHTS IN THE SKY

- Light up the sky with this roll n' write!
- Earn gifts to perform special actions!
- Unique sheets for each player!

RGS00889.....\$25

AVAILABLE NOW

SIRIUS DICE

RPG DICE SET (7)

Scheduled to ship in December 2020.



MAPLE LEAF

SDZ 0005-06\$16.00

MOJITO

SDZ 0005-07\$16.00



STAR SPANGLED BANNER

SDZ 0005-05\$16.00

SKYBOUND GAMES



RED FLAGS: THE CON DECK

Scheduled to ship in February 2021.
SKY 562158\$12.00



SUPERFIGHT: THE CON DECK

Scheduled to ship in February 2021.
SKY 562257\$15.00

SUPERFIGHT: SUPER CHEST

Scheduled to ship in February 2021.
SKY 562554\$30.00



SOURCE POINT PRESS

SPOTLIGHT ON



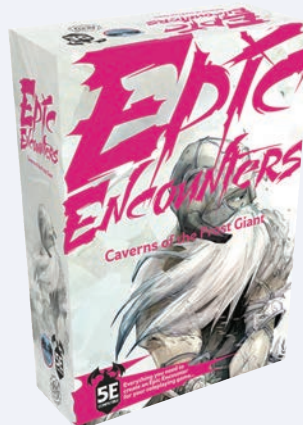
GLOOMHAVEN: FALLEN LION

The City of Gloomhaven can be a tough place to make it as an adventurer and being in the right party is key to survival. The Jaws of the Lion are the top of the mountain in the hierarchy of the city, but their latest job goes sideways, and Anaphi, the mindthief, is to blame! The first comic from the wildly popular GLOOMHAVEN game launches a fantasy world unlike any in existence. Get ready for Quattrill punk bands, drug dealing Inox street gangs, and a dark God sleeping beneath the surface, eager to destroy the world. Welcome to the City!

SPP 10GH1S010399\$3.99

STEAMFORGED GAMES

SPOTLIGHT ON



EPIC ENCOUNTERS: CAVERNS OF THE FROST GIANT

Frost giants live for the fight. Hardheaded and stubborn, their bloodlust is matched only by their brute strength. Though they rush into battle, their survival instinct is strong, so watch your step when entering a frost giant lair. These tyrants have a nasty habit of laying murderous traps.

SFL EE-003\$39.95



SPOTLIGHT ON



EPIC ENCOUNTERS: HALLS OF THE ORC KING

In winter, death comes down from the mountain where the orc king dwells. His followers launch brutal raids on nearby settlements before vanishing into the snow. All the while, rumours swirl that in his icy hall, the king grows stronger, his ambitions grander, and his army greater. It will take a group willing to brave the wilderness to thwart him.

SFL EE-004\$39.95



STEVE JACKSON GAMES



HACK & SLASH

Don't Fail... In this quick game, your guild of adventurers is ready for anything: battles, rescues, and the liberation of whatever pays the most. Choose a quest and roll the dice! You may win fame, and even recruit a new comrade for your party. Or you may fail, and slink back to the Tavern. Scheduled to ship in February 2021.

SJG 5965\$19.95

STONEMAIER GAMES



WINGSPAN: OCEANIA EXPANSION

Featured Components: 1 box, 15 egg miniatures (yellow), 5 player mats, 5 wooden dice, 69 nectar tokens, 5 bonus cards, 4 goal tiles, 95 bird cards, 1 scorepad, 1 reference tile, more to come! Scheduled to ship in November 2020.

STM TBA1PI

TEETURTLE



HERE TO SLAY: WARRIORS & DRUIDS EXPANSION

Here to Slay Warriors & Druids Expansion Pack is designed to be added to your Here to Slay Card Game. This pack introduces Warrior and Druid classes into the game and adds new party leaders, heroes, and dangerous monsters!

TET 5193-UU-EXP1PI



BLUE
UPI 15681..... PI



PURPLE
UPI 15679..... PI



UNSTABLE UNICORNS: VINYL MINI BLIND BOX SERIES (DISPLAY 18)

Your favorite *Unstable Unicorns* characters have been turned into vinyl mini figures! Each blind box contains a surprise character and an *Unstable Unicorns* promo card featuring new artwork. Find 8 characters you know and love and 2 brand new mystery characters. Collect them all!

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

TET 4997-VF-BOX1..... PI

ULTRA PRO INTERNATIONAL

D20 PLUSH DICE BAGS

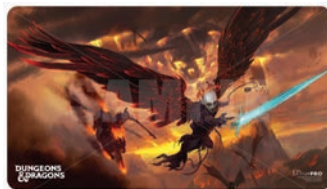
Scheduled to ship in January 2021.



BLACK
UPI 15680..... PI

DUNGEONS & DRAGONS: COVER SERIES PLAYMATS

Scheduled to ship in November 2020.



BALDUR'S GATE DESCENT INTO AVERNUS

UPI 18520..... PI



DUNGEON MASTERS GUIDE

UPI 18506..... PI



EBERRON RISING FROM THE LAST WAR

UPI 18521..... PI



GHOSTS OF SALTMARSH

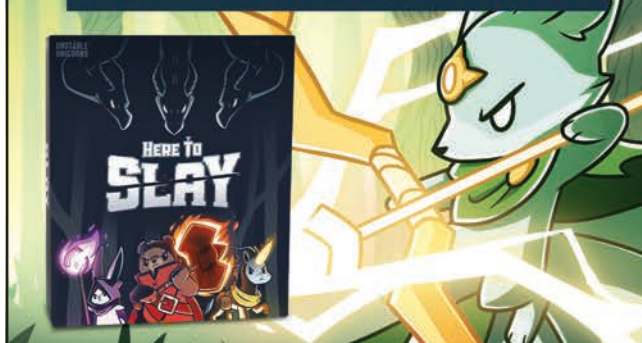
UPI 18519..... PI

FIND THE PERFECT GIFT FOR EVERYONE ON YOUR LIST!

FOR THE UNICORN LOVER



FOR THE VALIANT WARRIOR



FOR THE PUNNY FRIEND

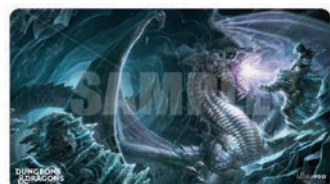


FOR THE COLLECTOR

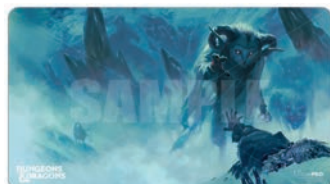




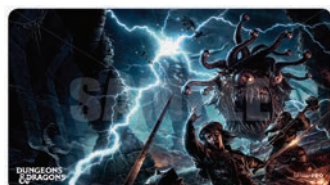
GUILDMASTERS GUIDE TO RAVNICA
UPI 18517..... PI



HOARD OF THE DRAGON QUEEN
UPI 18502..... PI



ICEWIND DALE RIME OF THE FROSTMAIDEN
UPI 18523..... PI



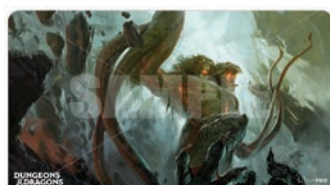
MONSTER MANUAL
UPI 18504..... PI



MORDENKAINENS TOME OF FOES
UPI 18515..... PI



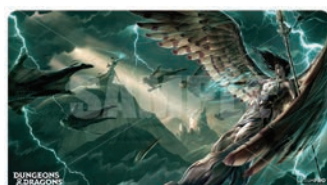
MYTHIC ODYSSEYS OF THEROS
UPI 18522..... PI



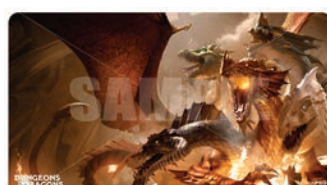
OUT OF THE ABYSS
UPI 18508..... PI



PLAYERS HANDBOOK
UPI 18503..... PI



PRINCES OF THE APOCALYPSE
UPI 18507..... PI



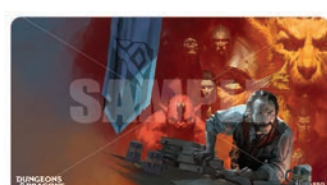
THE RISE OF TIAMAT
UPI 18505..... PI



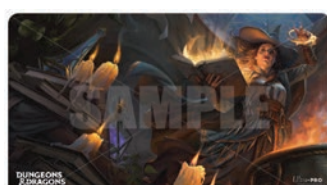
STORM KINGS THUNDER
UPI 18510..... PI



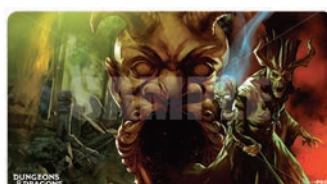
SWORD COAST ADVENTURERS GUIDE
UPI 18509..... PI



TALES FROM THE YAWNING PORTAL
UPI 18512..... PI



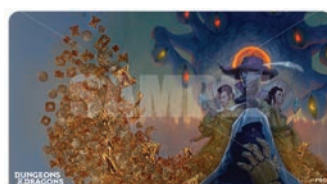
TASHA'S CAULDRON OF EVERYTHING
UPI 18524..... PI



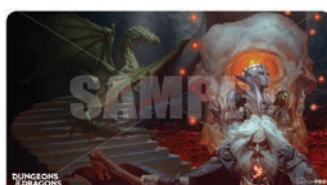
TOMB OF ANNIHILATION
UPI 18514..... PI



VOLO'S GUIDE TO MONSTERS
UPI 18511..... PI



WATERDEEP DRAGON HEIST
UPI 18516..... PI



WATERDEEP DUNGEON OF THE MAD MAGE
UPI 18518..... PI



XANATHAR'S GUIDE TO EVERYTHING
UPI 18513..... PI

DUNGEONS & DRAGONS:
FIGURINES OF A DORABLE POWER
Scheduled to ship in November 2020.

SPOTLIGHT ON



BLACK DRAGON
UPI 18350..... PI

SPOTLIGHT ON



BULETTE
UPI 18351..... PI

SPOTLIGHT ON



GOBLIN
UPI 18352..... PI

SPOTLIGHT ON



ROPER
UPI 18353..... PI



FLORIDA MAN


Extra! Extra! Today's headline says Florida Man is up to it again! But wait, is this headline true or false? Can you tell the difference? This game will keep you guessing which headlines actually went down and which ones haven't actually happened... yet. Scheduled to ship in November 2020.

UPE 14990..... PI

Experience the horror of The Shining like never before!

THE SHINING

ESCAPE FROM THE OVERLOOK HOTEL GAME

 A Coded Chronicles® Game



40th anniversary of the
classic horror film

“Wendy, I’m Home”

Can you get Wendy and Danny out of the Overlook Hotel while avoiding the axe-wielding Jack? Come play with us in The Shining: Escape from the Overlook Hotel, where 1 or more players take on the roles of Wendy and Danny and work together to search for a way out! Use psychic abilities like “the shining” to solve challenging puzzles, but beware of Jack and the hotel itself, which are conspiring to keep the Torrance family captive forever...and ever...and ever.



Take on the roles of
Danny and Wendy

1 or more players
4 narrative journals



LOOK

1101

Wendy quickly scans the room towards a counter filled with something she can use there!

“Wendy, listen,” Jack pleads. “I’ll forget the whole damned thing!”

• Reveal Card 1.

1 1 0 1



Secret envelopes
hold more than
50 coded clues!







A Coded
Chronicles®
Game

About Coded Chronicles: Coded Chronicles is an at-home escape room style game where players are guided to unlock clues and solve puzzles by a unique code-revealing mechanic. Each game contains its own storyline and objective to offer an unpredictable gameplay experience!

Limited Quantities. Order Today!



    | @theopgames | TheOp.games

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USAOPOLY



HARRY POTTER AND THE SORCERER'S STONE COLLECTOR'S 550 PIECE PUZZLE

Scheduled to ship in October 2020.
USO PZ010400..... PI



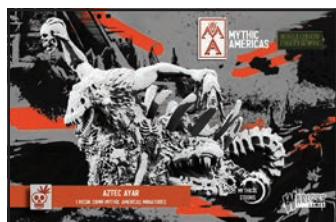
WORLD OF HARRY POTTER COLLECTOR'S 550 PIECE PUZZLE

Scheduled to ship in October 2020.
USO PZ010430..... PI

WARLORD GAMES

MYTHIC AMERICAS

Scheduled to ship in December 2020.



AZTEC - AYAR

WLG 723011005..... PI



AZTEC - SPIDER SISTERS

WLG 723011003..... PI



AZTEC - JAGUAR WARRIORS

WLG 722211003..... PI



AZTEC - TLALOCAN-BOUND DEAD

WLG 722211002..... PI



AZTEC & NATIONS STARTER SET

WLG 721510002..... PI



AZTEC - TLALOCAN-BOUND MARAUDERS

WLG 722211005..... PI



AZTEC - QUETZALCOATL

WLG 723011004..... PI



AZTEC - TLALOCAN HIGH PRIEST

WLG 723011002..... PI



AZTEC - WARBAND STARTER SET

WLG 722211001..... PI



COLLECTOR'S EDITION

WLG 721510001..... PI



CORE RULEBOOK HC

WLG 721010001..... PI



TLALOCAN-BOUND DEAD

WLG 722211002..... PI



TRIBAL NATIONS - MEDICINE MAN

WLG 723014003..... PI



TRIBAL NATIONS - MOHAWK WARRIORS

WLG 722214002..... PI



TRIBAL NATIONS - SACHEM WARLORD

WLG 723014002..... PI



TRIBAL NATIONS - SACHEM WARLORD MOUNTED ON WAR EAGLE

WLG 723014005..... PI



TRIBAL NATIONS - SASQUATCHES

WLG 723014006..... PI



TRIBAL NATIONS - SENECA ARCHERS

WLG 722214003..... PI



TRIBAL NATIONS - WARBAND STARTER SET

WLG 722214001 PI



TRIBAL NATIONS - WENDIGO

WLG 723014007 PI



TRIBAL NATIONS - WAR EAGLES

WLG 723014004 PI



TRIBAL NATIONS - WOLVES

WLG 723014001 PI

WILD POWER



STREETS OF STEEL: (STANDALONE OR EXPANSION)

A fast-paced, tactical board game that brings the action of 80s/90s arcade games to the tabletop. Players claim victory as a team by beating Punx, Firebugs, Killgaroos and the big-bad, Boss Mutie! An innovative side-scrolling mechanic physically moves the board, pressuring players to stick & move while plotting ways to destroy the baddies. No two games are alike thanks to a random draft of Streets, emergent Hero combos and chaotic dice rolls. Designed by award-winning game developer Ryan Lesser (Guitar Hero, Rock Band, High Heavens).

KICKIN' ASPHALT

WPW SOS-KA \$45.00

RUSH 'N SCARE

WPW SOS-RNS \$45.00

WINSMITH GAMES



10 GALLON TANK

As a hobby aquarist, split and draft the best groups of fish for the most aesthetically pleasing aquarium. Meet the Aquarium Goal for bonus points and maybe snag the rare treasure chest. *10 Gallon Tank* is played over a number of rounds based on the number of players. Each round consists of three phases: Set Up the School of Fish, Split School into Groups, and Take a Group for Your Aquarium. After all three phases, the round is over. If it isn't the final round, the start player rotates clockwise for the next round. After the preset number of rounds, scoring occurs and the player with the most points after factoring Aquarium goals is the winner! Scheduled to ship in February 2020.

WNH 01000 \$15.00

WIZKIDS/NECA

SPOTLIGHT ON



DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES: W14

Scheduled to ship in March 2021.

ABOLETH WZK 90258	\$14.99
CHANGELING CLERIC MALE WZK 90237	\$4.99
DIRE TROLL WZK 90257	\$14.99
DROWNED ASSASSIN & DROWNED ASETIC WZK 90242	\$4.99
DWARF CLERIC MALE WZK 90222	\$4.99
FIRBOLG RANGER MALE WZK 90227	\$4.99
FROST SALAMANDER WZK 90254	\$14.99
GNOME ARTIFICER FEMALE WZK 90231	\$4.99
GNOME ARTIFICER MALE WZK 90232	\$4.99
GRAY RENDR WZK 90249	\$8.99
HALF-ELF PALADIN MALE WZK 90230	\$4.99
HALF-ELF ROGUE FEMALE WZK 90228	\$4.99
HALF-ELF WIZARD MALE WZK 90229	\$4.99
HORNED DEVIL WZK 90252	\$8.99
HUMAN BARBARIAN MALE WZK 90224	\$4.99
HUMAN DRUID FEMALE WZK 90223	\$4.99
HUMAN DRUID MALE WZK 90221	\$4.99
HUMAN MONK FEMALE WZK 90225	\$4.99
HUMAN PALADIN MALE WZK 90220	\$4.99
IRON COBRA & IRON DEFENDER WZK 90243	\$4.99
JACKALWERE & JACKAL WZK 90244	\$4.99
JUVENILE KRAKEN WZK 90255	\$14.99
KALASHTAR CLERIC FEMALE WZK 90233	\$4.99
KOALINTHS WZK 90245	\$4.99
KUO-TOA & KUO-TOA WHIP WZK 90246	\$4.99
MANES WZK 90247	\$4.99
MARID WZK 90250	\$8.99
NIGHT HAG & DUSK HAG WZK 90239	\$4.99
OTYUGH WZK 90248	\$8.99
RED SLAAD WZK 90251	\$8.99
SCARECROW & STONE CURSED WZK 90241	\$4.99
SHIFTER WILDHUNT RANGER MALE WZK 90238	\$4.99
SKYCOACH WZK 90259	\$29.99
TIEFLING BARD FEMALE WZK 90226	\$4.99
TSUCORA QUORI & HASHALAQ QUORI WZK 90240	\$4.99
WARFORGED BARBARIAN WZK 90235	\$4.99
WARFORGED MONK WZK 90234	\$4.99
WARFORGED ROGUE WZK 90236	\$4.99
YOUNG REMORHAZ WZK 90253	\$8.99
YUAN-TI ANATHEMA WZK 90256	\$14.99

SPOTLIGHT ON



DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS GOBLIN WARBAND

The D&D *Icons of the Realms: Goblin Warband* contains six of the iconic foe for your adventurers to battle! Dungeon Masters can quickly build new encounters for their players with the awesome mix of Goblins, to keep play session exciting over multiple campaigns. With its non-blind packaging, building a quick Goblin army is quick and simple! Scheduled to ship in February 2021.

WZK 96047\$24.99

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS ICEWIND DALE: RIME OF THE FROSTMAIDEN

Scheduled to ship in December 2020.



TEN TOWNS PAPERCRAFT SET
WZK 96023\$29.99

THE LODGE PAPERCRAFT SET
WZK 96048\$15.99



FEATURED ITEM



DC HEROCLIX: BATTLEGROUND WONDER WOMAN 80TH ANNIVERSARY

Wonder Woman is the Champion of Themyscira, one of the strongest people on Earth, hero to all Amazons, and a connection between Gods and mortals. What perils will face her on the *HeroClix* tabletop?! You can play DC Comics *HeroClix Battlegrounds: Wonder Woman 80th Anniversary* as a scenario, or as part of a campaign. Best of all, it's

an easy way to learn HeroClix! With an improved rulebook and the best looking figures we've ever put in an intro product, this can't be missed! Scheduled to ship in April 2021.

WZK 84002\$39.99



FEATURED ITEM



DC HEROCLIX: WONDER WOMAN 80TH ANNIVERSARY

Wonder Woman 80th Anniversary has something for everyone! Awesome versions of Batman, Superman, Harley Quinn, and Green Lantern that play especially well with Wonder Woman and the Amazons! Even gamers unfamiliar with comics will still recognize tons of the popular characters in these boosters! *Wonder Woman 80th Anniversary* has more exciting Captains and Sidekicks - more than 15 in total! Scheduled to ship in April 2021. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER BRICK (10)
WZK 84000\$149.90

DC HEROCLIX: WONDER WOMAN 80TH ANNIVERSARY DICE AND TOKEN PACK

Scheduled to ship in April 2021.

WZK 84004\$9.99



FEATURED ITEM



DC HEROCLIX: WONDER WOMAN 80TH ANNIVERSARY PLAY AT HOME KIT

Brand new "Play at Home" kits are designed to give everyone a chance to receive a Wonder Woman promotional figure to celebrate the *Wonder Woman 80th Anniversary* set release. This version of Diana features a classic sculpt! She's an excellent support piece for any Amazon team! This is a figure that can't be missed! The sculpt features excellent detail, a superior paint job, and small terrain! Scheduled to ship in April 2021.

WZK 84003\$9.99

SPOTLIGHT ON



MARVEL SECRET WARS

DICE MASTERS

MARVEL DICE MASTERS: SECRET WARS COUNTERTOP DISPLAY (8)

Brand new teams will make their *Dice Masters* debut! Players will get to collect Doom's minions, the heroes of Battleworld, and cosmic entities in all new ways! Even if they're already in your *Dice Masters* collection – these heroes will play like you've never seen them before! With over 150 different cards (and their dice!) to collect, this set will help you bring some Uncanny excitement to the tabletop! Scheduled to ship in June 2021. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 78400.....\$79.92

MARVEL HEROCLIX: DEEP CUTS UNPAINTED MINIATURES

Scheduled to ship in February 2021.



DR. DOOM

WZK 84819.....\$4.99



MR. FANTASTIC

WZK 84815.....\$4.99



HUMAN TORCH

WZK 84818.....\$4.99



SILVER SURFER

WZK 84820.....\$4.99



INVISIBLE WOMAN

WZK 84816.....\$4.99



THE THING

WZK 84817.....\$4.99

• CHRIS BAYLIS •

STATION MASTER™



*Timeless fun for
Friends and Family!
All aboard!!*



www.CalliopeGames.com

Game play
30-50
minutes

Ages
8+

2-6
players

GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



GTM

DEC
2020

57



FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR FUTURE FOUNDATION BOOSTER BRICK

Future Foundation is a great set for beginners since lots of Common and Uncommon figures have straightforward play that you'll be able to bolster with other figures for more powerful play! In addition to classic characters from the Marvel Universe there will also be never been clixed fan favorite characters like H.E.R.B.I.E. and Ms. Thing (Darla Deering). There are more than 70 Fun Figures to collect, and Special Objects too! Add some brilliance to your HeroClix collection with the Fantastic Four Future Foundation expansion! Scheduled to ship in February 2021. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 84780 \$149.90



FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR FUTURE FOUNDATION DICE AND TOKEN PACK

Dice and Token Packs contain 2 custom dice featuring a special logo to match the set, and 6 action tokens featuring fan-favorite characters from the release! Tokens will also have a bystanders on the back to use with characters that generate them in the set! Dice and Token Packs are a great way to enhance your HeroClix experience!

WZK 84784 \$9.99



FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR FUTURE FOUNDATION FAST FORCES

Adults, children, geniuses, mutants, Moloids - but they're all one big family in Marvel's Future Foundation! Reed Richards assembled the Future Foundation because an entire generation of geniuses would do more good than he ever could.

WZK 84782 \$19.99

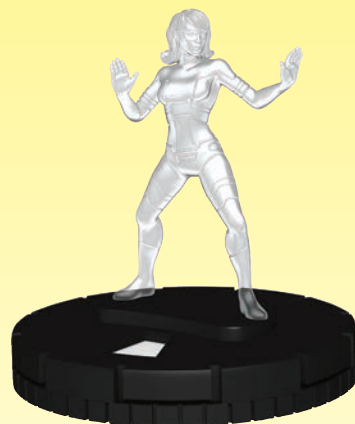


FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FUTURE FOUNDATION PLAY AT HOME KIT

Brand new Play at Home kits are designed to give everyone a chance to receive an Invisible Woman promotional figure to celebrate the Fantastic Four Future Foundation set release. This version of Susan Storm is from the pages of Ultimates! She's an excellent support piece for any Fantastic Four or Ultimates team! This is a figure that can't be missed!

WZK 84783 \$9.99



FEATURED ITEM



MARVEL HEROCLIX: X-MEN HOUSE OF X PLAY AT HOME KIT

Brand new "Play at Home" kits are designed to give everyone a chance to receive a "Rogue" promotional figure to celebrate the X-Men House of X set release. This version of Rogue is from the pages of Excalibur when she used the powers of Apocalypse! Perfect for an Excalibur themed team alongside figures from House of X, or just as an exciting twist on one of the classic X-Men! This is a figure that can't be missed! Scheduled to ship in December 2020.

WZK 84767 \$9.99

MAGIC THE GATHERING

MAGIC THE GATHERING UNPAINTED MINIATURES: W14

Scheduled to ship in March 2021.

FIGURE #1 WZK 90273	\$4.99
FIGURE #2 WZK 90274	\$4.99
FIGURE #3 WZK 90275	\$4.99
FIGURE #4 WZK 90276	\$4.99
FIGURE #5 WZK 90277	\$4.99
FIGURE #6 WZK 90278	\$4.99

FIGURE #7 WZK 90279	\$4.99
FIGURE #8 WZK 90280	\$14.99
FIGURE #9 WZK 90281	\$14.99
FIGURE #10 WZK 90282	\$4.99
FIGURE #11 WZK 90283	\$4.99



WIZKIDS DEEP CUTS UNPAINTED MINIATURES: W14

Scheduled to ship in March 2021.

DOLPHINS WZK 90270	\$4.99
HYENAS WZK 90271	\$4.99
SABER-TOOTHED TIGER WZK 90272	\$4.99



WWE HEROCLIX: SUPERSTAR SHAKE-UP WWE RING

2-PLAYER STARTER SET

Whether you love the WWE Ring terrain, or want to collect awesome WWE Superstars like Becky Lynch and "The Fiend" Bray Wyatt, you'll need this in your collection! You'll also find brand-new WWE HeroClix scenarios to bring iconic WWE match types to HeroClix! Scheduled to ship in February 2021.

WZK 86274	\$39.99
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SPOTLIGHT ON

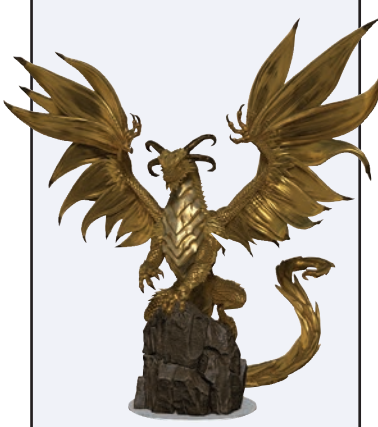


PATHFINDER BATTLES: DARKLANDS RISING BOOSTER BRICK (8)

Scheduled to ship in April 2021.
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 97510	\$159.92
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SPOTLIGHT ON



PATHFINDER BATTLES: DARKLANDS RISING: PREMIUM SET - MENGKARE, GREAT WURM

Scheduled to ship in April 2021.

WZK 97511	\$89.99
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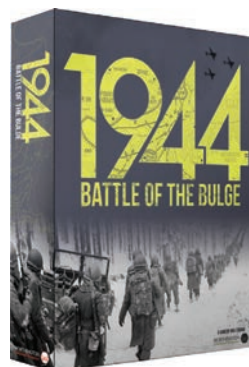
PATHFINDER DEEP CUTS UNPAINTED MINIATURES: W14

Scheduled to ship in March 2021.

ANNIS HAG & GREEN HAG WZK 90266	\$8.99
BLUE DRAGON WZK 90267	\$14.99
EARTH ELEMENTAL LORD WZK 90268	\$29.99
ELF SORCERER MALE WZK 90262	\$4.99
HALFLING CLERIC FEMALE WZK 90261	\$4.99

HALFLING WIZARD MALE WZK 90260	\$4.99
HUMAN CHAMPION FEMALE WZK 90264	\$4.99
HUMAN CHAMPION MALE WZK 90263	\$4.99
HUMAN ROGUE FEMALE WZK 90269	\$4.99
NYMPH & DRYAD WZK 90265	\$4.99

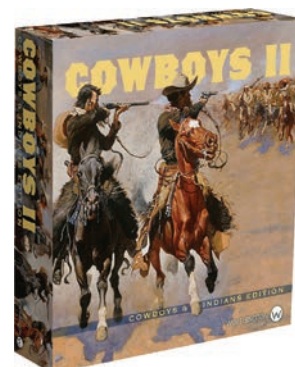
WORTHINGTON GAMES



1944 BATTLE OF THE BULGE

One of the greatest battles in World War II history, this fast playing Bulge game will give you hours of game play of 2 hours or less, plus quick game set up time of 15 minutes. Scheduled to ship in December 2020.

WOG WPUB064	\$70.00
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COWBOYS II

Cowboys II is a new game, based on the original game, published in 2007. It features all new game boards, scenarios, more cowboys and indians. Scheduled to ship in November 2020.

WOG WPUB055	\$85.00
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DAWN OF BATTLE

Dawn of Battle is a Hex and counter game, allowing players to re-fight historical battles from 1500BCE to 1500 CE, or 3000 years of combat. Players take on the roles of the great historical commanders, to include, Xerxes, Alexander the Great, Julius Caesar, Saladin, and William Wallace. Scheduled to ship in December 2020.

WOG WPUB063	\$75.00
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IN MAGNIFICENT STYLE, PICKETT'S CHARGE

Magnificent Style, Pickett's Charge, is a solitaire game depicting the final desperate Confederate attack on July 3, 1863, at the Battle of Gettysburg. You command the Confederate brigades that made Pickett's Charge. Scheduled to ship in November 2020.

WOG WPUB065	\$75.00
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BATTLETECH™

◀ POINT OF VIEW Part Two ▶



BATTLETECH: CLAN INVASION

CAT 35030..... \$49.99

Available Now

JUDEA JUNGLE
TOLAND
FEDERATED COMMONWEALTH
MARCH 3050

Sergeant Pablo Benito knew his hands were shaking. He could see it jittering the targeting crosshairs in his HUD. Because the damned techs hadn't dialed down the sensitivity of his controls like he'd asked them to a thousand times! He clenched his hands on the sticks, giving them a good jerk, a sort of full-body clench that even went to his feet where they rested on the pedals that controlled the *Stinger's* turns.

The 'Mech lurched left, bouncing off a two-meter-thick tree bole and scraping a great hunk of purple bark free. The meat of the tree underneath was sickly yellow.

"I hate this planet," Pablo muttered. He'd hated coming to Toland, hated every moment of living on it. He *really* hated that someone apparently expected him to *die* for it.

The speakers in his neurohelmet were quiet. He'd had to turn them off. It got to be too much, listening to the screams and curses of everyone else in the company as they died. These damned invaders didn't know how to fight like mercenaries. They were just killing *everyone*.

That was no way to run a war.

Just killing everyone led to atrocities.

The colonel told them that all the time. He didn't know where the colonel was now, or Captain bin Xenal. He'd turned and run when whatever the hell that giant Jade Falcon 'Mech was hit the captain's *Quickdraw* with four PPCs at once. The captain had gone down hard, with two limbs blown off his 'Mech. Pablo didn't look back after that. Not even when Lieutenant Mukerji threatened to fire into his back.

Right before the Jade Falcons killed Mukerji, too.

That was when he'd turned the speakers off.

Professionals fought to win, not to kill. Professionals knew when the fight was lost. Professionals preserved their equipment for the next battle if they knew they couldn't win this one.

Which was how he had gotten here.

Wherever the hell *here* was. He was lost somewhere in the Judea Jungle. He knew that much. But where he was in that jungle, he had no clue. The *Stinger's* compass knew the direction to Toland City, but Pablo had never stepped through these cursed woods before.

His sensors were almost blind. The trees must leach heavy metals from the soil, because they all gave off magscan hits. He'd had to turn the magnetic scanner off.

Pablo had keyed in the emergency rendezvous as soon as he cleared the tree line.

It was all the way back in Toland City. He didn't know if he could make that, but he'd try.

He was a *professional*.

The reticle jiggled again. Pablo ground his teeth together, let go of the gunnery controls, and shook his hands like he was shaking water off. The tips of his fingers tingled. He felt niggles of pain in his thumb joints. When he gripped the controls again, his hands felt steadier.

"Professional," he whispered.

The *Stinger's* right shoulder shoved a tree half-over. The soil clumped to the exposed roots ran like sand. It was the most disgusting orange Pablo had ever seen. He pressed down on the left pedal but resisted the urge to dial the throttle back. He had to keep moving if he was going to make the rendezvous.

A light flickered on the edge of his HUD. For a moment he wasn't sure if he'd actually seen it. He'd seen a lot in the last little while.

Another light flashed. A red icon flickered, then vanished. It was right along the edge of his 360-degree vision strip; almost right behind him.

Red in his HUD was an enemy.

They were after him.

He pushed the throttle forward to the stop.

Pablo knew his duty. His duty wasn't to die in a hopeless battle. His duty was to preserve his 'Mech and himself for the next battle. The Twelfth Star Guards had not survived the centuries since the end of the Star League by fighting when they knew they wouldn't win.

The colonel would be proud to see him at the rendezvous.

He knew it.

The fact that his hands started shaking anew didn't have anything to do with it.

That was when his *Stinger* tripped. Its foot went into a moss-covered depression and got caught beneath the heavy downed tree bole. Pablo screamed as the 'Mech went down face-first.

[END PART TWO]

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Jason Schmetzer is an award-winning author and editor who has written more than 50 short stories and novellas. His work has appeared in more than 25 products across many properties, both online and offline. Recent works include the BattleTech novel Redemption Rift and the novella Shell Games. When not writing in other peoples' worlds, he is one of the founders of the publisher Warning Label LLC, and works in independent publishing as an online marketing professional.

SPYFEST™



MSRP \$25
Release Date Q4, 2020



4-10



12+



30m

For more information, visit
WWW.CRYPTOZOIC.COM

Welcome to Spyfest, the largest super-spy convention in the world! You are here to get a precious piece of secret information, but there's a problem: Everyone is wearing a costume, and you don't know who your source is. Find your Spy by listening and talking to attendees, but you have to remember that rival agents are there, trying to intercept the information by identifying your Spy before you do!

Spyfest is an exhilarating detective party game in which players split into 2 teams and take turns being the Spy. The goal of the Spy is to have their own team guess who they're dressed as - a memorable historical or fictional character - before the opposing team. In order to do this, the Spy and their team will use a special Keyword as well as their quick-wittedness, imagination, subtlety, and impressive talent for mingling.

In **Spyfest**, the most creative and ingenious team wins, so stay on your toes!

- Standalone spin-off of international smash hit *Spyfall* series
- 70+ highly detailed and hilarious illustrations
- 2 teams, up to 10 players
- Identity Fictional and Non-Fictional Characters



CRYPTOZOIC
ENTERTAINMENT



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ALL ABOARD!

We find out why **KINGS OF WAR: ARMADA** from **MANTIC GAMES** is **MAKING WAVES** ahead of its launch this November.

ARMADA: TWO PLAYER STARTER SET

MGE MGARM101 \$99.99 | Available November 2020!

Mantic Games — the publisher behind games like *Hellboy: The Board Game*, *The Walking Dead: All Out War* and *Dungeon Saga* — recently made a big splash after announcing *Kings of War: Armada*. This is a new fantasy naval game in which two or more players command a fleet of detailed resin ships and battle it out across 10 different scenarios.

Keen to find out more about *Armada*, we spoke to Mantic's studio manager, Matt Gilbert about what retailers can expect from the launch in November.



WHAT IS ARMADA?

Armada is a naval wargame set in the same world as *Kings of War*. Since we launched *Kings of War*, we've had numerous requests from players that wanted to see two types of fantasy games. The first was a skirmish game, so we scratched that itch with *Vanguard*, and the second was a ship-based game. We often work quite closely with Warlord Games, another Nottingham-based miniatures company, and they had recently released *Black Seas*, which went on to be an immediate best-seller. So, rather than trying to write our own naval game from scratch, we teamed up with Warlord to base *Armada* on the core rules of *Black Seas*. Without the need to write an entire game from scratch, it meant we could spend time playtesting to get the factions nicely balanced and also work on creating 10 scenarios for people to play through.

The finished product is a game that will feel familiar to *Black Seas* player, but we've streamlined the rules slightly, and added in some typical fantasy elements, like magic, and big sea monsters! Games typically feature between six to nine ships and last under two hours.



ARMADA: RULEBOOK & COUNTERS

MGE MGARM102 \$44.99 | Available November 2020!

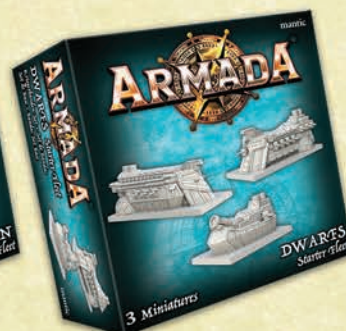
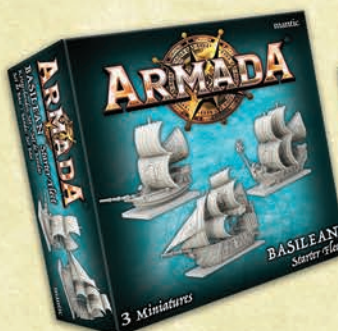


WHAT ARE THE MAIN DIFFERENCES BETWEEN BLACK SEAS AND ARMADA?

Some terminology has changed, either as part of the general write-up of the rules or in-line with other changes and alignment to existing games. The modifiers and scores required to hit (shooting and combat) are reversed from *Black Seas* to match Mantic's other games. This meant that the damage is tracked is also reversed (you accumulate damage up, rather than marking it down). We wanted to make sure that Mantic fans felt like they were playing a Mantic product.

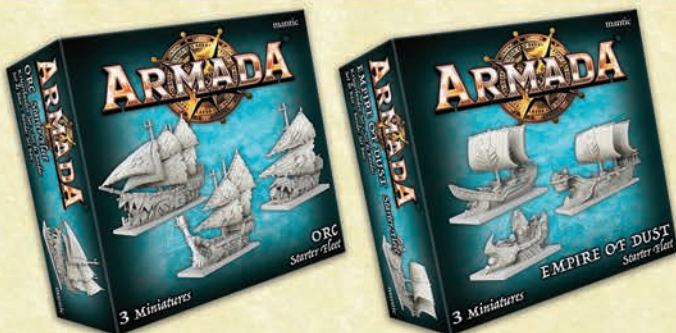
Black Seas had potentially quite complicated wind rules, so we've made them optional, rather than a key part of the game. Instead, the full wind rules are presented after the main rules, so that people can learn the other game mechanics and then introduce the fickle element of wind later, if they wish.

The way fleets are constructed is different to *Black Seas*, and there are magical upgrades available too. Each fleet also gets some unique rules, upgrades and named captains — again, we wanted this to feel more like our other games, particularly *Vanguard* or *Kings of War*.



WHAT FACTIONS WILL BE AVAILABLE AT LAUNCH?

During the launch period we'll have four factions — Basileans, orcs, dwarfs and Empire of Dust. In November we're focusing on two factions and the two-player set features the pious Basileans and marauding orcs. Then we'll be quickly following it up with the stoic dwarfs and undead Empire of Dust. We've worked really hard with



our sculptor Luigi on making sure each of the armies feels totally unique — not just in how they play, but also in how they look. For example, the Basileans are the wealthiest human nation in Pannithor so their ships are grand affairs with incredible sculptures at the prow and even cathedrals on some of the larger boats. Meanwhile, the orcs aren't natural ship builders, so they have to rely on the erratic but inventive goblins to make their boats for them. This means they've given them fairly ludicrous weapons, like huge drills and grabbing claws. In fact, they look a little more like floating rubbish heaps!

We'll be making the boats in resin using our in-house resin team, so that means we're able to push the detail to a really high level. Even if you never plan to play the game, we're sure hobbyists will enjoy painting these amazing ships.



HAVE YOU GOT PLANS FOR MORE FLEETS IN THE FUTURE?

Absolutely! We'll be boosting the initial factions with extra-large ships early in the new year, but we've got more factions in development already. It's been a great experience to look at the existing Kings of War factions and think what their fleet might look like.



OBVIOUSLY MEETING FACE TO FACE FOR GAMING HAS BEEN IMPACT BY COVID, HAS IT BEEN HARD FOR PLAYTESTING A NEW GAME?

Of course, it has been much harder to meet face to face in order to play, but we created a special Vassal module so that our playtesters could play online. In some ways, this was a great way to test, as it meant that people from all the world could play together and we got a real mix of play styles. Even once we can return to face-to-face gaming, I think we'll continue to use online simulators to help with testing.

FINALLY, WHY SHOULD SOMEONE PLAY ARMADA?

Well, who hasn't wanted to ram a giant mechanic drill into the side of a ship with a cathedral on it, while simultaneously casting magic spells and trying to capture a giant sea monster that's the size of a house?!

...

Rob Burman is the former editor of Tabletop Gaming magazine. He currently works for Mantic Games as the Community Marketing and Licensing Manager. He is a huge goblin fan... but please don't hold that against him.



A NEW BOOST TO BATTLESTAR GALACTICA™ STARSHIP BATTLES



BATTLESTAR GALACTICA – FASTER THAN LIGHT EXPANSION

AGS BSG002A \$19.90 | Available January 2021!

When we were asked to design a simple, but realistic, miniatures game about starship combat in the *Battlestar Galactica* universe, we were both pleased and stimulated by the challenge. We did not want to simply recycle the system of *Wings of Glory*, a previous simulation about airplanes from both World Wars, with just a different setting. Instead, we wanted to depict starships, not moving as old planes but as objects zooming in space and rotating around while still moving from inertia, until engines are boosted again. Just as seen in the TV series. But we also tried to get the same mix of simple rules and rich simulation as in *Wings of Glory*, and our previous *Sails of Glory* about Napoleonic naval battles.

Battlestar Galactica: Starship Battles was released in late 2018 and it has been an immediate success. We have been surprised by the unprecedented level of detail of the miniatures. 4 x 1 mm plates on the fuselage of fighters include name, rank, and nickname of the pilots in the series, so small that it is even hard to focus them with our smartphone cameras. While the basic set was reprinted and foreign editions launched, three waves of Spaceship Packs followed with all the main small ships in the re-imagined *Battlestar Galactica* series from 2003: the colorful Viper Mk.II, the sober Viper Mk.VII, the dreadful Cylon Raiders, and then Raptors and Heavy Raiders, the support ships of both sides.

The pandemic delayed the release of ships from the First Cylon War, depicted in the 1978 series and in the *Razor* movie - but now they are back in the pipeline again. And we are continuing to playtest even more ships, such as the stealth Blackbird fighter and the huge Battlestars and Basestars.



The *Faster than Light - Rules & Scenarios* set, which is going to be available soon, has no miniatures in it. It's just an agile ruleset with cards, cardboard tiles, and counters that can add much variety to your game scenarios. The Starter Set already includes Quickstarter Rules, Complete Rules, optional rules, and features allowing each group of players to find the balance they prefer between usability and detail. This set adds more rules and features, that players can adopt in part or all together.

Some of the most dramatic scenes of the series involve missiles that automatically look for enemy targets and hunt them thanks to self-guiding systems. These deadly weapons are now introduced in the game: with simple, streamlined rules they move in each phase toward the nearest enemy until they hit something hard and they explode. Pilots must be cunning and agile to avoid being hit and to lose them.

Additional items include clouds, both as vapor in atmosphere and dust in the middle of space, as well as planetoids quite larger than the ones in the Starter Set. These give a good occasion for "hide and seek" scenario, blocking the line of sight, and even more they enrich a set of options for the special missions of Raptors. Some of the planetoids are orbiting ones: this means that they move each turn on the gaming table along a fixed course. Together with rules for planetoids, those for take-offs and landings are provided too.

BATTLESTAR GALACTICA – ADDITIONAL COUNTER SET EXPANSION PACK

AGS BSG502A \$12.90 | Available January 2021!



A set of rules allows to simulate flight close to a planet, either at high altitude or close to ground but in any case, under the influence of gravity. This makes flying and fuel consumption quite more similar to those of an airplane.

An advanced version of the FTL movement rules will enhance gameplay by allowing to change the tide of battle with the sudden plot twist of an FTL jump.



A collection of scenarios then follows, designed to use the new rules and the last wave of miniatures, Raptors and Heavy Raider, in their specific missions. Some propose situations taken from episodes of the series, as the Heavy Raider trying to ram the *Galactica* in 'Scattered' and the Raptors trying to rescue a grounded crew in 'Fragged'. Several other scenarios are inspired by the search for Tylum and water and to the hunt for a secret Cylon base, but with some variations to grant fun and variety. And all of these components will allow players to invent their own scenarios.

...

Andrea Angiolino and Andrea Mainini are game designers, co-authors of *Battlestar Galactica: Starship Battles*. Angiolino has board games and books about gaming translated into 15 languages and is the co-designer of the best-selling game system *Wings of Glory*. He broadcasts games and toys' history on the Italian State Radio Rai Tre and teaches Game Culture at the NABA Academy of Rome. Mainini is an aeronautical engineer with a long experience in design and a strong passion for game creation and sports practice. He has created about 20 board games, including *Sails of Glory*, *Origin*, *Way of the Panda*, *Volcanic Isle*, and *Mosquito Show*.

FEUERLAND



GP101
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#8
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#15
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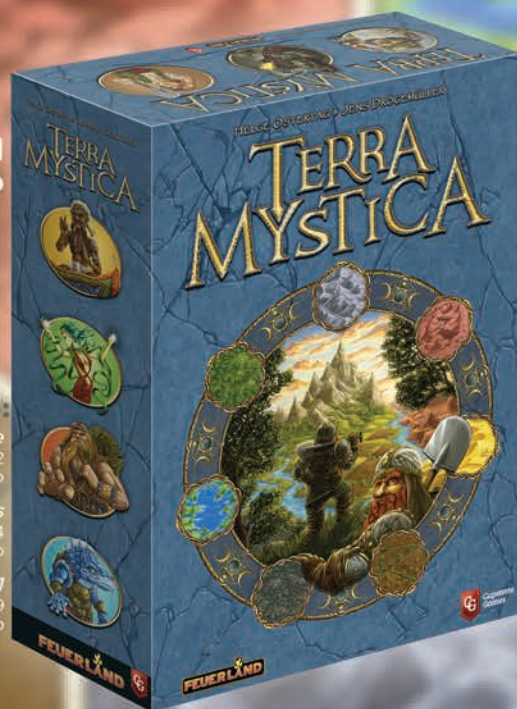


EXPANSIONS:

Fire & Ice
CTGM7242
\$49.95 MSRP

Merchants of the Seas
CTGM7244
\$49.95 MSRP

Mini Expansion 1
CTGZM7249
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WIZKIDS™ FAMILY GAME SPOTLIGHT:

WADDLE & REDCAP RUCKUS

REDCAP RUCKUS

WZK 87512 \$34.99 | Available March 2021!

In early 2021, WizKids is releasing two new games that mix fast, fun, gameplay with friendly themes and colorful, evocative art to create games that you'll want to play over and over again. Both are recommended for ages 10+, making them perfect family games, yet they provide a combination of laughs and strategy that will appeal to gamers of all ages.



First comes *Redcap Ruckus* in January. In this 20-minute, 2-4 player disk pushing battle from designer Kevin Ude, with art from Derek Laufman and Gong Studios, each player leads a team of Redcap gnomes as they fight to control the mushroom top! The game comes with a six-inch tall mushroom battlefield standee, and 40 heavy plastic chips, that represent your redcap armies. It demos well, plays fast, and has a delightful table presence.

Each turn, you select one Redcap chip, and slide it onto the mushroom top, bumping into all of the Redcaps belonging to you and your opponents that are already there, and trying to knock off as many of their Redcaps as you can, earning points for each. The raised mushroom cap and weighted chips means that each time a Redcap is knocked off, it lands with a heavy thud.

Of course, not all Redcaps are the same. Each player's team has six different Gnome types, each with their own rules and points, adding strategy and surprise to the Gnome-pushing action. Your Champion must always be played first, and is worth 5 points if claimed by an opponent. Your four Fighter Gnomes are your basic troops. Your Twin Gnomes must be played right after each other, and are worth nothing on their own, but 6 points if an opponent can get both! Tenacious Gnomes aren't worth any points, but if you knock one off, you can take it and play it again



WADDLE

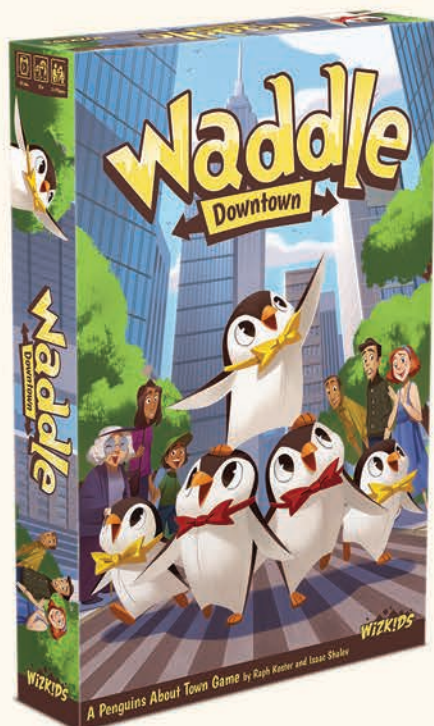
WZK 87530 \$29.99 | Available February 2021!



from your side — they never give up. Finally, your Vaulter Gnome lets you use up to 3 twig tokens to push your Gnome further and further across the mushroom, though with each twig you use, they get harder to control.

As you try to push your opponents off the mushroom, you'll also be fighting over the Great Crystal. The player who knocks it off earns 5 points, and ends the game. Players tally up points, and whoever has the most is the new leader of the Mushroom!





Next comes *Waddle* in February, where players will help a sightseeing group of penguins as they waddle about town — but herding penguins as they visit places is easier said than done!

It's another fun, friendly and accessible game, with tricky choices and deep strategies that will keep players of all ages coming back for more. *Waddle* comes from designers Raph Koster and Isaac Shalev, is for 2-4 players, and plays in about 30 minutes. It features phenomenal penguin art from Jackie Li.

The game board is a set of 5-10 places (depending on the player count) each with room for 5 penguins, and an adorable illustration of said penguins wreaking havoc at restaurants, libraries, or even the opera! The Penguins are screen-printed custom wooden meeples, divided into yellow and red groups, with matching bow ties!

Players share the same group of penguins, but each person scores based on their carefully chosen cards. On your turn, you'll first play a card, and then take one of two standard actions, or a special action defined by your card. This usually entails taking penguins from your supply or one of the places, and putting them somewhere else — then you'll score points according to your card, and the location of the penguins. For example, you might score a point for each full location, or for each location with an even number of penguins. There are also trickier goals, like places with consecutively increasing number of penguins. All of them take a mix of advance planning and thinking on your feet in order to take full advantage. After a set number of rounds, the player with the most points did the best job of corralling the penguins, and wins the game!

Between improving your gnome-pushing skills and finding new ways to get the penguins where you want them to be, *Redcap Ruckus* and *Waddle* will keep gamers coming back for more!



WRAP UP THE YEAR WITH



'S LATEST RELEASES

The Op is dedicated to bringing fun and laughs to the tabletop, so new games and titles are always exciting to share! Check out the popular licenses we have below, along with brand new products we're happy to premiere! Give players new ways to enjoy classics, relive their favorites, and add to their collections with these definite must-haves... all available now!

RISK: WARHAMMER 40,000



The iconic future warscape of Games Workshop's eternal battle meets the classic war strategy game in *Risk: Warhammer 40,000*! Fresh off their new edition of *Warhammer 40,000*, this game introduces 5 factions to the planet Vigilus, plagued by death and turmoil. Each player has a general for their faction, from Marneus Calgear of the UltraMarines, to a fearsome Warboss leading a mighty Ork army. Jam packed with over 225 unit tokens (all based off their current models) 40 territory cards for taking over the planet, 20 objective cards to give players more strategy and benefits, and 16 reward cards for achieving those goals, 3-5 players ages 10 and up are well-equipped for their bid to rule the planet.



Risk: Warhammer 40,000 is a great game for fans of the franchise that want a new way to enjoy the classic game, by immersing themselves in the rules, building strategy with special cards, and moving their armies to dominate others. The Op's take adds an edge to the game while still playing into the classic *RISK* we all know and love.

SPONGEBOB SQUAREPANTS: PLANKTON RISING



Imagine what a fantastic game night *SpongeBob SquarePants* would have with the whole gang — Patrick, Squidward, Sandy, Mr. Krabs, and of course Gary — gathered around the table. Luckily, fans of the Nickelodeon hit can now bring Bikini Bottom into their homes with *SpongeBob SquarePants: Plankton Rising*!

The Op's *Rising* series has been a huge hit, allowing players to work together and empower heroes and allies to take down evil. The battle continues with this latest addition to the cooperative card and dice game series! *SpongeBob SquarePants* and friends, Patrick, Squidward and Mr. Krabs are working to keep the evil Plankton from stealing the precious Krabby Patty Recipe. Recruiting friends to help, *SpongeBob* and team will prepare orders for the restaurant patrons while also fighting Plankton as he tries to recreate the famed recipe.



As in our other *Rising* games, this dice engine, co-op game puts players in a struggle against time, but this version has been made more to be more family-friendly for the show's younger fans. Plankton may not be as threatening as Thanos or He-Who-Must-Not-Be-Named, but the storyline and gameplay perfectly suit the license and maintain a fair challenge. Bringing in vibrant art, various characters from the show, and of course a collectible 120mm full color sculpt, *SpongeBob SquarePants: Plankton Rising* is a breath of fresh bubbles to the *Rising* series and available now 1 to 4 players, ages 8 and up!

TRIVIAL PURSUIT: SPONGEBOB SQUAREPANTS

In addition to our *Rising* game, *SpongeBob SquarePants* is also appearing in its first *Trivial Pursuit*! The officially licensed trivia game provides hours of entertainment for you and your Bubble Buddies as you quiz each other in categories such as Songs, Characters, Locations, The Krusty Krab, Seasons 1-6, and Seasons 7-12. If you're a true *SpongeBob* devotee, you won't need the Magic Conch to



answer questions such as "What is the Krusty Krab's most famous menu item?" Order up this bright yellow quick-play version of the factoid classic to take extra friendly competition to-go.

MARVEL COLLECTOR'S CHESS SET



Over the years, The Op has created some memorable and beautiful chess sets for *The Legend of Zelda*, *Super Mario Bros*, and more. This year, we are excited to feature our newest for fans of the well-known, expansive comic book world — the *Marvel Collector's Chess Set*! With gorgeous sculpts, fully painted and ready for battle, this chess set is one of the best we have made. Pitting the Avengers against H.Y.D.R.A., players will find iconic characters from Black Panther, Captain America, and Thor to villains such as The Red Skull, Kingpin and Venom. Perfect for displaying the heroes we'll be seeing next year on the big screen!



MONOPOLY: ELF AND OPERATION RUDOLPH THE RED-NOSED REINDEER



The holidays wouldn't be complete with the traditional post-feast game night with family and friends. Everyone here at The Op has enjoyed bringing favorite holiday movies to the tabletop in the form of classic games, and this year is no different as we introduce *Monopoly: Elf* and *Operation: Rudolph the Red-Nosed Reindeer*! Both these classic movies bring out the holiday cheer you'll also find inside with iconic characters, locations, and more. They'll also make great gifts since "There is room for everyone on the Nice list!"



RUBIK'S: SPONGEBOB SQUAREPANTS, WHARRY POTTER, RICK AND MORTY AND MORE!

The Op is excited to be part of the 40th anniversary for the Rubik's Cube by joining the celebration with a wide selection of licensed versions! The first ones to spin up our line showcase *SpongeBob SquarePants*, *Harry Potter*, *Rick and Morty*, *Bob Ross*, *Disney Kingdom Hearts*, and *Disney Tim Burton's The Nightmare Before Christmas*. Featuring familiar scenes and iconic characters as the faces on each side, these Cubes are a fun way to challenge yourself and enjoy your favorite fandom.

To find out more about games from The Op, be sure to visit our website, Facebook, Instagram, and Twitter, or contact our Sales Team! The stream of must-have releases of classic and hobby games doesn't stop here so reach out any anytime to find out the latest!

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WITH DAVE TAYLOR

EPISODE #30 - PAINTING WITH GW CONTRAST PAINTS

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page - Thursdays at 2pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

SPEEDING UP YOUR PAINTING!

It has been close to 18 months since Games Workshop released their Citadel Contrast paint range, and although we've talked about it quite a lot on the *Painting Happy Lil Minis* show and I've used them steadily through many of these articles, I realized we haven't really talked about what makes them different to "regular" acrylic paints, so here we go!

Almost all acrylic hobby paints consist of color pigments suspended in a thick, transparent medium. This medium is typically a matte or satin finish, but you'll also find a few that give a gloss finish. Acrylic washes are typically the same types of color pigments suspended in a thinner, transparent medium to provide a better flow of the wash into the crevices of the miniature.

The way that these GW Contrast paints differ from the standard paints is that the color pigments are suspended in a thin, translucent medium that is tinted with a particular color. For most of the Contrast paints, the color of the medium matches the color of the suspended pigments, but for some, the medium color differs from the pigments -

like Nazdreg Yellow that has a light brown pigment suspended in a yellow medium.

The idea behind the Contrast paints is that over a light colored primer coat the colored medium will provide a smooth filter of the color, and the suspended pigments will flow into the shadows to provide the shading. The basic idea is that one coat of a color can replace two or more layers of basecoats, highlights, and shading which will certainly speed up your painting time. With our Ork example to the right, the model painted with Contrast paints took less than half the time to paint as the model painted using "classic" painting methods (opposite, bottom right) which is obviously great if you are painting dozens of models for an army.

One word of caution is that the colors do not "cover" when painted over other colors. In the example below, the Nazdreg Yellow was painted on the propane tank, going over the messy splash of Fyreslayer Flesh. This means you will need to be very neat with each layer, and should touch up messy areas with the primer coat before progressing further.





1 Prime with GW Grey Seer spray primer.



2 Paint the armour with GW Contrast Nazdreg Yellow.



3 Paint the skin with GW Contrast Ork Flesh



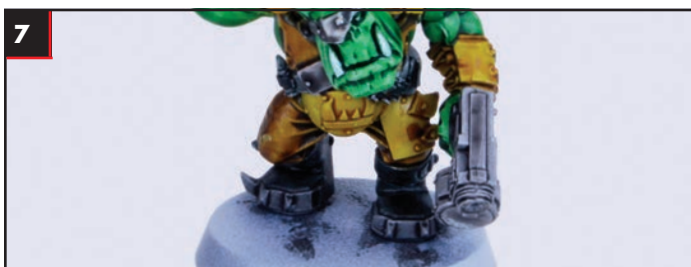
4 Paint the hair with GW Contrast Flesh Tearing Red



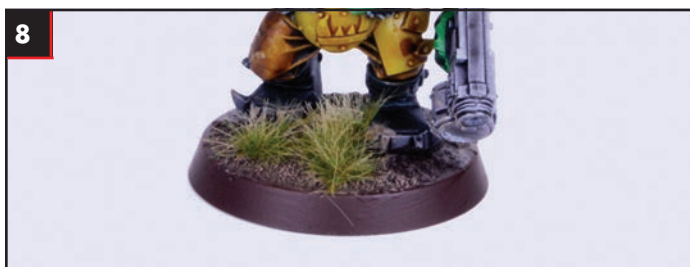
5 Paint the clothing with GW Contrast Snakebite Leather.



6 Paint the metals with GW Contrast Basilicanum Grey.



7 Paint the boots and belts with GW Contrast Black Templar.



8 Paint the base with GW Texture Stirland Battlemire and add some tufts of grass.



SHOULD I ONLY USE CONTRAST PAINTS?

While using Contrast paints can definitely speed up your painting, you might still want to get other effects or results. The middle model (above) has its armor, skin, and pants painted with Contrast and the rest with standard paints and techniques

Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



MY CITY (TAK 691486)

From Thames & Kosmos, reviewed by Eric Steiger



10 & Up



2 - 4 Players



30 Minutes



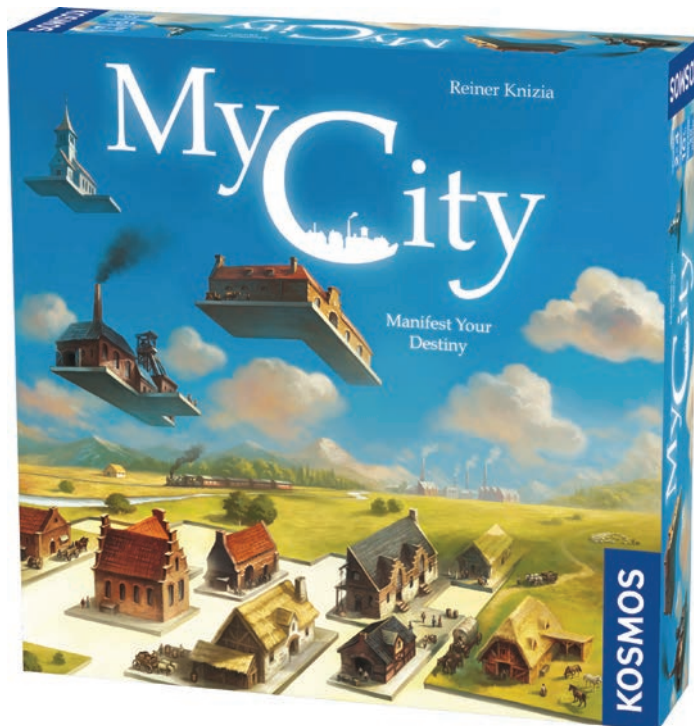
\$34.95

Ever since *Risk Legacy* changed the way we look at boardgaming in 2011 by introducing the idea of a game that you permanently change as you play it, modifying the board and components for future sessions, legacy games have been a fascinating part of the modern industry landscape. However, between the price point, the complexity, and the fact that they are often based on existing games that they assume you are already familiar with, they have been primarily the realm of “gamers’ games,” and been considered unapproachable. *My City* attempts to change all that, and if anybody can do it, it’s the venerable Reiner Knizia. *My City* is a gateway legacy game, and at \$35 MSRP and a lower starting complexity than *Carcassonne*, I think it does the job nicely. And, having won the coveted Spiel des Jahres, it appears that my opinion is shared.

My City takes place over the course of 24 games, divided into 8 different chapters (each sealed into its own folder). Each chapter represents an era in the growth and development of your city, with the usual stickers and modifications taking place in between. The basic gameplay is...well, basic. Each player has a mat with a grid on it, upon which they will build their city. The mat has a field containing empty space, a river, trees, rocks, and mountains. Gameplay consists of turning over a card depicting a particular building of varying shapes and sizes, and then everybody must place their tile of that building on their mat. Buildings can be placed however you like, provided no single building passes over the river. In the first game, scoring is based on how many rocks you cover with buildings, and how many trees you avoid covering. If you don’t want to place the revealed building, you can forego it by paying a point, or by giving up any more building for the rest of the game. It’s that simple. Naturally, it doesn’t stay that way — by game 2, you get additional points for clustering buildings of the same color, and by game 3 (the last game of the first chapter), there is also a well, which gains you points for building near it. Each chapter works in roughly the same way — adding a new element, and then using the 3 games within it to explore that element in slightly different ways.



The legacy factor comes from the stickers added to the board — if you win, you mark your board with the victory; if you don’t, you add various catch-up mechanic stickers such as additional trees to your board. Because a game takes, at most, a half hour, it will not be unusual at all to play through an entire chapter in one sitting. Additionally, the game comes with an “eternal” board on the other



side of the legacy board with which to play it as a regular board game using mechanisms from Chapters 1-5.

My City is exactly what you’d expect from a Euro-style game with a legacy element: clean, fun, consistent, and family-friendly. It doesn’t tell a story the way *Pandemic Legacy* does, other than “here’s your city, watch it grow and develop,” but at the same time, it also doesn’t have the intimidating presence that marks so many other legacy games. The art is friendly, colorful, and welcoming. There are envelopes for each chapter, but nothing marked “top secret” and no sealed boxes of hidden plagues. It is, in a word, friendly, and right now, that’s a very good thing.

My City is pretty much designed to be played by the same 2-4 people throughout the campaign, and while that might have been a sticking point last year, a lot of people (at the time of this writing) are going to be quite limited in their choices of board game groups. A game that the same group can play in multiple sessions from beginning to end, without intimidating anybody, seems like a valuable commodity at the moment, and its price point makes it a low-risk investment for your 24 games. I’m not sure the “eternal” game has enough staying power for it to see a lot of play when a group has a lot of alternatives, but you get your \$35 worth even if you just play through the 8 chapters and never touch it again.

If you’ve seen *Pandemic Legacy* and it seemed a little bit intimidating, then this is a good on-ramp to the world of legacy gaming. If you’ve played *Pandemic Legacy* and want to get someone else into a legacy game, but the theme seemed a bit... on-the-nose right now, *My City* is a great low-risk, low-stress alternative.

...

Eric is your friend, and friends wouldn't let you play bad games.



DO YOU NEED MORE BOARD GAME CONTENT?



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LIVE





UNEARTH (BGM 013) & UNEARTH: THE LOST TRIBE EXPANSION (BGM 019)

From Brotherwise Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



8 & Up

30 - 60 Minutes



2 - 5 Players / 1 - 5 Players

\$34.95 / \$19.95

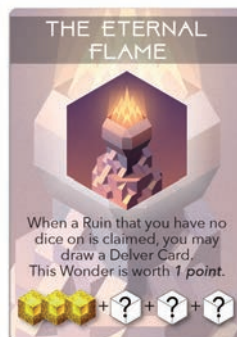
We were asked to review *Unearth The Lost Tribe*, not realizing at first that it was an expansion. So, we bought *Unearth* and played that first in order to write a proper review. *The Lost Tribe* has three expansions in one box. The first expansion adds new wonders, stones, and delver cards to the original game. The second adds fifth player components — which we did not try out since we are the Table for Two Show. When the day comes that we can get together with our friends to play games again, we can pull this game out and five of us can play. The third expansion is a set of components for solo play. This is fantastic for the situation many of our gamer friends are in today of being alone, or unable to get together as often with others to play. The solo mode adds a *Darkness* feature that you play against. To give you a more effective review of this game, we will describe aspects of the original game along with the expansion, so you get better feel for how this expansion can work for you.

In this game, you are a civilization looking to reclaim the wonderful world you originally lived in until the Darkness came, and all was ruined. To do that, you need to reclaim lost ruins and build new wonders from stones. The player with the most points at the end wins the game.

SETUP

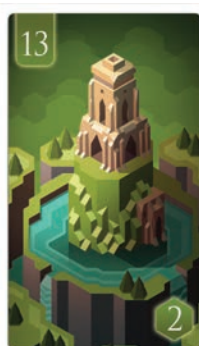
Let's start with the base game:

There are 60 hexagonal stone tokens (15 of each of four colors) put in a cloth bag to



start the game. 38 *Delver* cards are shuffled, and each player starts with two. 25 *Ruins* cards are shuffled, and each player gets one that they can look at but place face down in front of them. This will come in at the

end for scoring, and you will get points based on how many matching ruins you had collected. For a two-player game, ten cards are taken out of the deck and put back in the box. There is an *End of Age Deck* which contains five cards. Those are shuffled, one is chosen at random, and the rest go back in the box. This random card is placed at the bottom of the Ruin deck and acts just like another Ruin card, but it has instructions you must follow first. So, depending on which one is picked, the game can be different. For a two-player game, four Ruins cards are then drawn and put in a tableau between them.





On the bottom of each Ruin card is a number. From the cloth bag, pick that many random stones and place them on the Ruin cards.

A Named Wonders deck is also shuffled, and you choose cards equal to the number of players plus two. In our case, we drew four cards. There is a wonder token for each card that matches, and that is placed on the card. All other wonder cards and tokens go back in the box.



Each player gets a set of five dice in a color of their choice. There are also Greater and Lesser wonder tokens put into the play area for use during the game. Players roll a die to see who goes first.

For the base game expansion, you add two new End of Age cards to pick from, 13 new Delver cards, nine new Named Wonders and hexes, 18 more stone tokens that are "colorless," and one more each of the primary set of stones. You also get a cute mini not used in the game, which is a mini of the Delvers.

You get another set of dice for the fifth player expansion, five new Ruins of a new type, three of Greater/Lesser Wonder tokens, and an additional reference card for the fifth player.

The solo mode adds a Darkness board and card deck. There are seven Darkness Scenario cards and four darkness dice. In this mode (which we did not try), you set up for a two-player game, but the player plays against the Darkness itself.

GAME PLAY

There are two phases of each turn:

1. The Delver Phase — you can play a Delver card from your hand and resolve it. Delver cards may allow you to re-roll dice or do other things to help your turn. You do not have to play one.
2. The Excavation Phase — decide which Ruin card you are playing for, then choose a die, roll it, and place it on that card.
 - a. If you roll a 1, 2, or 3, you can take a stone of your choice from the Ruin if one is available; if none, you take one from the bag. Stones are played to your play area to start creating Wonders. Wonders are created as hexagonal rings. As you collect stones, you build your Wonders. If a ring is complete and is all the same color, you fill it with a Greater Wonder token; if it is multiple colors you fill it with a Lesser Wonder token.
 - b. Check to see if a claim is resolved. At the top of every Ruin card is a number. If the dice's total on that Ruin card is equal to or greater than that number, the card is claimed. Whoever has the highest total on the card claims the card. If any players lost on that claim, they get to draw a new Delver card into their hand. All dice are given back, a new card is put in the tableau, and new stones are added to it.



Then the next player takes a turn. Once you add the End of Age card to the tableau, the game continues until players have claimed all of the Ruins. You then score for points!

You get points for:

1. How many Ruins you have that match the hidden Ruin card you were given at the beginning of the game. You can score 2 to an additional 30 points based on what you have.
2. You get an additional 5 points if you have a set of one of each color Ruin
3. You also score points for the lesser and greater wonders you completed
4. You get an additional 5 points for each set of three wonders you built

The player with the most points wins!

We enjoyed this game, and we look forward to trying it with more players and maybe even the solo mode!

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This is our last official review for GTM magazine as we are retiring from doing game reviews and shows, to allow us more time to play more games. We thank GTM and especially Jerome for this fantastic opportunity they have given us for so many years! Happy gaming to everyone out there!

Jane & Phil



SUCCULENT (RGS 02062)

From Renegade Games Studios, reviewed by John and Isaac Kaufeld



10 & Up



2 - 4 Players



45 - 60 Minutes



\$45.00

Gardening is calm and patient work that demands skill, planning, and an eye for color and design. Yet among some people, it's practically a competitive sport.

Succulent from Renegade Game Studios captures all of those aspects with a clever game that's easy to learn, plays in under an hour, and offers varying challenges that will keep players coming back for more.

So grab your favorite gardening gloves and your bucket of tools. It's time to dig into the top five things you need to know about *Succulent*.

RESOURCES, TILES, AND MORE

Although Renegade calls *Succulent* a game of tile laying and resource management, we think they have that backwards.

It's really a game of resource management and goal completion, driven by a tile laying mechanic. (One of us is still learning this the hard way. The other is his son, who figured it out right from the start and keeps winning every time we play.)

The tiles in this game represent three sizes of flower beds, and the resources are five colors of plant cuttings. Every time you place a flower bed, you gain one, two, or three cuttings (and maybe some water droplets, but more about those later). By collecting and cashing in combinations of cuttings, you claim project cards which drive your victory points in the game.

GARDENING THE PLOTS

Begin the game by shuffling and laying out a grid of eight large garden plots. The six outer plots start face down (they'll be turned over during the game); the two in the center are available at the start.

Each plot shows a random array of 12 flowers, some with a water drop on them. To claim cuttings of the flowers, you play a flower bed tile over them, setting the tile so the flower images show through the holes.

LOOKING AT THE PROJECTS

The majority of your victory points will come from turning in cuttings and completing project cards.

The game starts with five or six cards face-up, depending on the number of players. Each card displays a row of clippings at the top representing the card's "cost." To claim that card, just turn in the right combination of clippings.

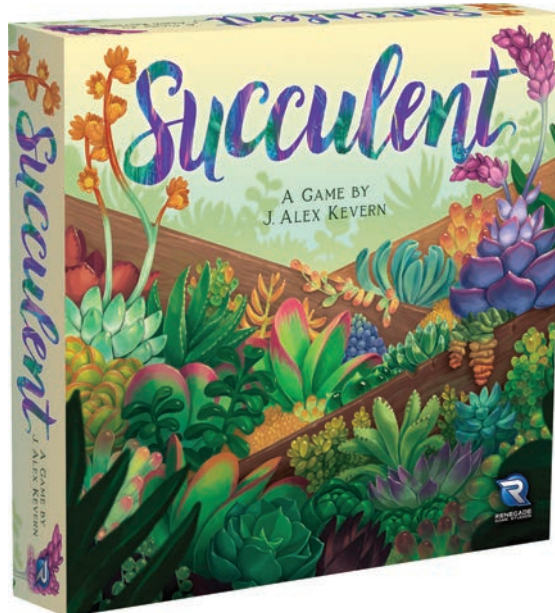
The center of the card shows how it scores victory points for you at the end of the game. Cards deliver either a set or variable number of victory points, so pay close attention to the icons here because they drive part of your strategy.

Some cards also give you an immediate bonus such as a spare clipping or the chance to play an extra flower bed.

PUTTING YOUR GARDENER TO WORK

The bottom of each card shows the outline of one or two flower beds. You start the game with only two beds. To get more, place your gardener piece on one of the face-up project cards, then claim the displayed combination of beds.

Your gardener also comes into play when claiming project cards. If you claim a project card with your gardener on it, you get a special bonus: A large water droplet. But if you claim a project with an opponent's gardener on it, that player gets the large droplet instead.

**COLLECTING WATER DROPLETS**

During setup, each player receives their own unique greenhouse board. The boards show the five types of plants with either two, three, or four water droplet spaces next to each one.

As you play flower beds and claim project cards, you'll sometimes also get water droplets. Large droplets are permanent, staying in your greenhouse and earning victory points at the end of the game.

Small droplets are temporary, but easier to get. If you fill up all of the droplet spaces next to a particular flower in your greenhouse with any combination of large and small droplets, you can trade the small droplets to the bank for a cutting of that color when you claim a project card.

VERDICT

Succulent delivers a great game experience driven by well-balanced tension. Do you place a bed to claim a particular combination of cuttings or do you put your gardener on one of the project cards to get more flower beds for future turns?

A big part of the game's strategy involves managing your inventory of clippings and flower beds (especially the small beds — seriously, you'll thank me later) so you can make the most of unexpected bonus opportunities.

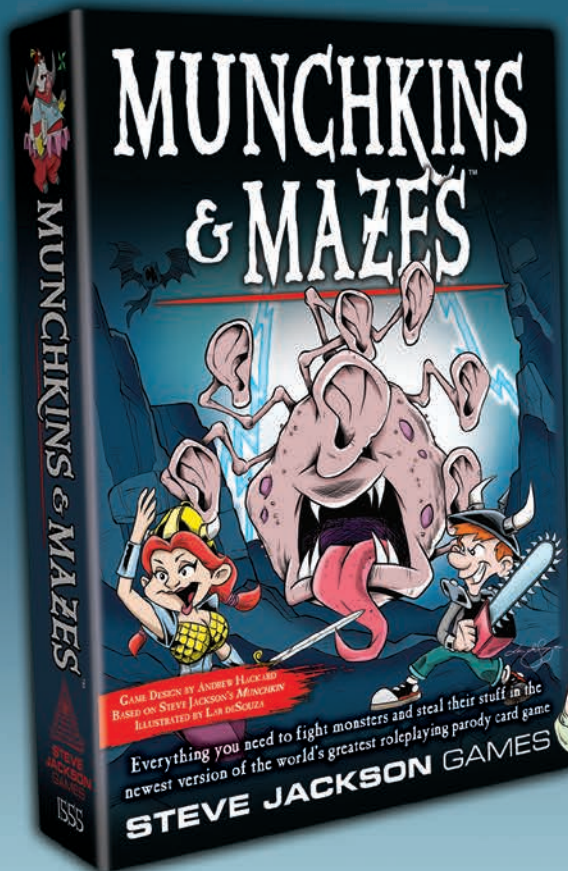
The whole water drop mechanic earns special kudos from us. It fits the theme perfectly, adds some interesting nuances to the choices you make, and can give your final score an important bonus.

Game play moves quickly. It can involve multiple players on every turn, so everyone around the table stays engaged. The combination of random garden plots, greenhouses, and available project cards ensures a unique strategic challenge every time you play. Enjoy!

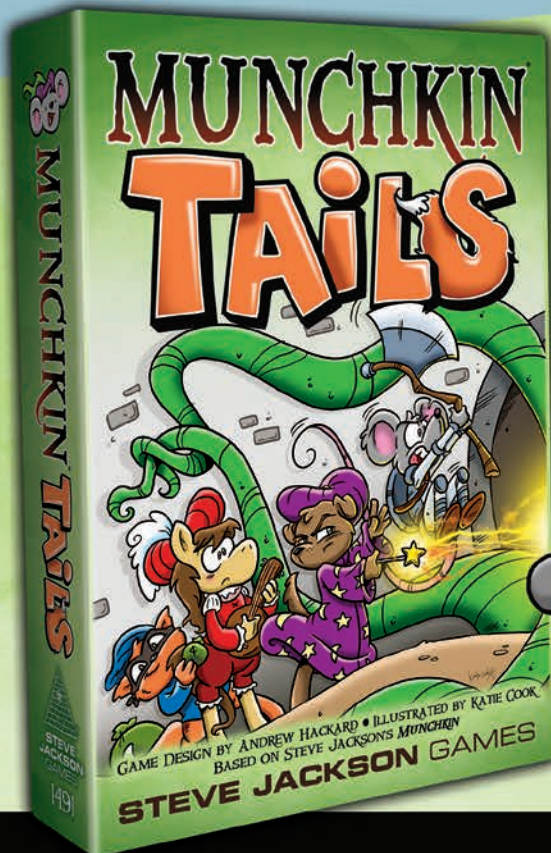
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John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?





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WARDLINGS: CAMPAIGN GUIDE (RGS 01150)

From Renegade Games Studios, reviewed by Brian Herman



2 & Up



10 & Up



120 - 240 Minutes



\$40.00

As a father of two children under 10, I get to play a lot of games with my offspring. From classics like *Monopoly* and *Candyland*, to any number of collectible miniature/card/dice games, my kids are getting a well-rounded education in gaming. One area I've purposely left out of their education, however, was the classic swords and sorcery role-playing games. *Dungeons & Dragons* has always seemed a little too "adult" to introduce to my kids. Despite having run several campaigns for friends, I never wanted the kids to get attached to a character to have it randomly killed off while exploring a Basilisk's lair. I never knew how I would balance out a campaign, keeping the sense of wonder and magic and exploration, while taking away the danger and fear. That is, until I discovered the *Wardlings* campaign setting and miniatures, a family friendly RPG designed with kids in mind.

Wardlings takes place in the fictional universe of Ne'Oor, where children under the age of 18 can adventure and explore the rich, lush tapestry of uncharted wilderness until their hearts are content. The rule engine, or "crunch" to the system relies on the backbone of *Dungeons & Dragons* 5E, so it's already using a tried and true modern age backbone for a system, it's just mildly modified for the *Wardlings* universe. Character creation has been streamlined to the point of simplicity, using the book's easy to follow system for assigning race, class, and familiars. Each player character in *Wardlings* is magically bonded with a familiar, which is sort of a spiritual guide assigned to protect and guide the wardling in its adventures. As they are invisible magical creatures constructed of the magic of the land, they don't actively take place in combat by fighting directly, but rather communicate telepathically and provide passive buffs to their wardling. These buffs can be customized at every level, but every familiar has an "escape death" ability, which says that if a player character would die, the familiar sends the character to the astral plane to heal and eventually wake up in their bed after a long rest, the process aging the character a year.



with a stand and will fit any standard RPG 1x1 map. The level of detail and childlike expressions on each miniature are amazing, and watching kids get to play with a "kid" adventurer mini is absolutely rewarding. There are even monster/familiar packages, such as the orc with the wildbeast familiar, and monster minis, like the gryphon. All are pre-painted and ready to go right out of the box.

One interesting concept of *Wardlings* is when a player character turns 18, they lose their magical abilities as they enter the world of grown-ups and forget all about the magical world of Ne'Oor. This invokes a very "Neverland" feel to

the game, where all magical characters (both player and non-player) feel like "Lost Boys" or "Animal Farm" where the kids can make all the rules without pesky adults getting in the way. This sense of freedom definitely resonates with kids who can get so used to adults running the show and making all the rules.

The book from binding to paper is of exceptional quality, and the information is organized extremely well, from character creation near the beginning through spells and equipment. Most interesting to the person playing their first *Wardlings* campaign is an introductory adventure "Trouble at Farrowwind Farm," which guides players through a small adventure, but also provides character backgrounds and a list of prominent NPCs. This section becomes a perfect jumping off point for a brand new *Wardlings* campaign. Directly after this section is an entire Beast and Monster chapter, listing off many of the unique creatures new to the *Wardlings* world, not to mention several pre-generated characters if you want to get into the action right away.

The *Wardlings: Campaign Guide* and miniatures are the most complete RPG experience in one single book I've ever seen, not to mention being a scaled down model for use with children. Whether you have children of your own or simply want something a little different in your RPG experience, I can't recommend Ne'Oor and the *Wardlings* universe enough.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the *Sorting Hat* would have difficulty placing him between *Ravenclaw* and *Slytherin*. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.



The familiars being such a big part of the game directly ties into the lines of miniatures WizKids has released to coincide with the campaign book. A couple waves have been released, and they exist in non-blind booster packing, complete with a character/familiar combo (example: human male druid and rock familiar). These minis come

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